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THE MAGAZINE OF COMICS, ENTERTAINMENT AND POP CULTURE

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WIZARD #233

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MAGIC WORDS

Rifling through our fun bags of mail

TEA BAG MAIL BAG

Your tongue-in-cheek "Alternate Dark Knights We Want to See" in Wizard #230 is the latest annoyance that was meant in jest but has a basis in pure ignorance. It offers the assumption that Tea Party activists are "well-off white dudes only out for themselves," and have to be as evil or twisted as Lex Luthor to participate in the movement. I'm not even a full-fledged Tea Party member by any means, but applaud the concept and have even attended one rally. There's nothing selfish or twisted about wanting less government intrusion or a limit to wasteful government spending and excessive taxation. Perpetuating the stereotype that anyone agreeing with the concept of the Tea Party movement is an extremist nut or a selfish elitist is asinine to say the least. To casually spin it off as if it's common fact is annoying as well as ignorant. You would think an entertainment magazine would leave ignorant political commentary out of their publication, or that maybe an editor would recognize such ignorance and suggest a writer knows what they are writing about before attempting to crack jokes about it. The message I received was spend my $5.99 on something else every month.

ROBERT
TROY, MI

The author of the "humor" piece, Senior Editor James Walker responds: "As I understood it when I took this job, knowing what I was talking about before I cracked jokes was not a prerequisite for employment." But you bring up an interesting point about stereotyping, and we'd like to address it. It was also suggested, in the same article, that all Brooklyn hipsters drive fixed gear bikes and drink Pabst Blue Ribbon. Come to find out, some of them ride skateboards and drink Four Loco. We'll be more inclusive in the future.

OOPS!

In *Wizard* #231, we incorrectly identified actresses Betsy Russell's two sons, Duke and Vinny. In the same issue, the man with Warren Ellis on the set of "Red" was ID'ed as director Robert Schwentke; it was actually Producer Mark Vahradian. We regret the errors. TWS

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OUT-OF-CONTEXT INDICTMENT OF THE COMICS INDUSTRY

"That may have worked on me back in the '80s, but today it's just stupid."

RONN ROXBURGH, VANCOUVER, BC, CANADA

ETHAN VAN HIDER

Ethan Van Sciver has been caught putting secret messages into his artwork again. This time, he's sneaking in the message "STFU" ("Shut the f--- up") in JLA #50. I like his art; he's very talented. But I do not appreciate these messages, which invariably makes me question all of his art. Can you get him to cut it out? It's annoying and juvenile.

ERIK HOLLENDER
REVERE, MA

We agree, Erik. It is annoying and juvenile—but no more so than anything else concerning *JLA* #50.

DAWN OF RECREATIONS

Would Marvel and DC be able to recreate classic comic covers with their movie stars?

MITCHELL HALL
SYDNEY, AUSTRALIA

Cool idea, Mitchell. We took an afternoon and mocked up something to show the gang at DC exactly what you were talking about. We wanted to recreate the classic "Kryptonite Nevermore" cover from *Superman* (#233), but our supplies were limited. Instead, we have pro wrestler Buff Bagwell busting out of some green rubber bands on an office carpet background. Now we know why this sort of thing is better left to sister mag *ToyFare*.

HAMMER TIME

My question is about a plot point in Fantastic Four #536: When Mjolnir is re-entering Earth's atmosphere, a small plane is thrown of course, with mention that it was "a story for another time." Did J. Michael Straczynski (or any writer after him) ever reveal what happened to the plane and its passengers? I've been wondering about this for years, so snatch the fedora out of mothballs and get to sleuthing.

DEREK KARI
VIA EMAIL

Oceanic Flight 815 crashed in the South Pacific. Maybe you saw it on the news? For more info, check out our Best Finales feature starting on page 18!

VAMP-IRE

I don't get this current fascination with vampires in movies, TV and comics!

BOB KOWALSKI
DETROIT, MI

Us either Bob. Years ago there was just one Dracula. And his name was Dracula. And he lived in a castle and liked to count things. He married a ghost and formed a band with a Wolfman and a Frankenstein and they all watched "M.A.S.H." Or something. Now there's tons of Draculas and they sparkle and play baseball and talk with weird accents. It's a little overwhelming.

DRAWING BOARD

Our readers send art, and we show it

***EDITOR'S NOTE:** We have no idea who sent this. The return address, as well as the signature, are illegible. So as much as we'd like to, we can't credit the artist. We do however have our suspicions that this was mailed from the past, as the sig has what appears to be a "98" in it. Plus, we haven't done Drawing Board in years, and no one draws Grifter anymore.*

I PUT MY *STANK* ON IT!

BUNNY LETTER

Our resident drunken, hammer-swinging rabbit steals our mail—and answers it.

On page 4 of Wizard #232, you have Donovan Scherer listed as Mr. Fear, when in fact this is my brother inside the costume—Mark Herbrechtsmeier. Also, the caption, "I'm a sexual nightmare," doesn't make too much sense since Mr. Fear does not wear pants and shows no sexual parts, and also because he is part of a kids' series.

STEPHANIE ASHBY
VIA EMAIL

You don't know what my nightmares are like! Besides, you say that he SHOWS no sexual parts. What's he hiding? I for one am terrified at the prospect of finding out. Pleasant dreams.

PORTRAITS IN CRAZY

We get a lot of strange mail. Most of it we even read (when the interns are out of season, anyway). But when this crazy-ass collage of weird hit our desks, we knew we had to share it—with little to no commentary. Here's Mr. Mike's thoughts on the new Captain America movie. Take it away, nutso:

BEST OF THE BEST
The comics, toys, TV and games that made 2010 amazing!

BEST OF COMICS

Food shopping is now an extreme sport in the world of The Walking Dead.

BEST ONGOING SERIES

THE WALKING DEAD

The cast of Image's *The Walking Dead* finally got off the road of the damned this year, only to discover that home is where the hell is.

This past year saw Rick Grimes and his ragtag group of zombie apocalypse survivors finally make it to the Washington, DC area, where they hoped to find a safe zone run by any leftover government elements.

What they discover instead is a walled-in community of nearly 50 or so people protected from the flesh-eating roamers, a safe haven where kids can play in the streets at night, the power's on thanks to a functioning solar power grid and everyone has settled in to play house.

Given their past encounters with the likes of the Governor—who staged gladiator games against the roamers and kept his undead daughter on a leash—naturally Rick and his crew are suspicious of their new keepers, especially Douglas, a former congressman turned father figure to this community. He and the others are apparently keeping a good deal of secrets about how this Stepford-esque community came to fruition, and it's that overarching, conflicting paranoia between the two groups that propelled *The Walking Dead* to Best Ongoing Series of the Year status: Writer Robert Kirkman and artist Charlie Adlard kept the title on a slow simmer all year long, creating enough

BEST SUPERHERO BOOK

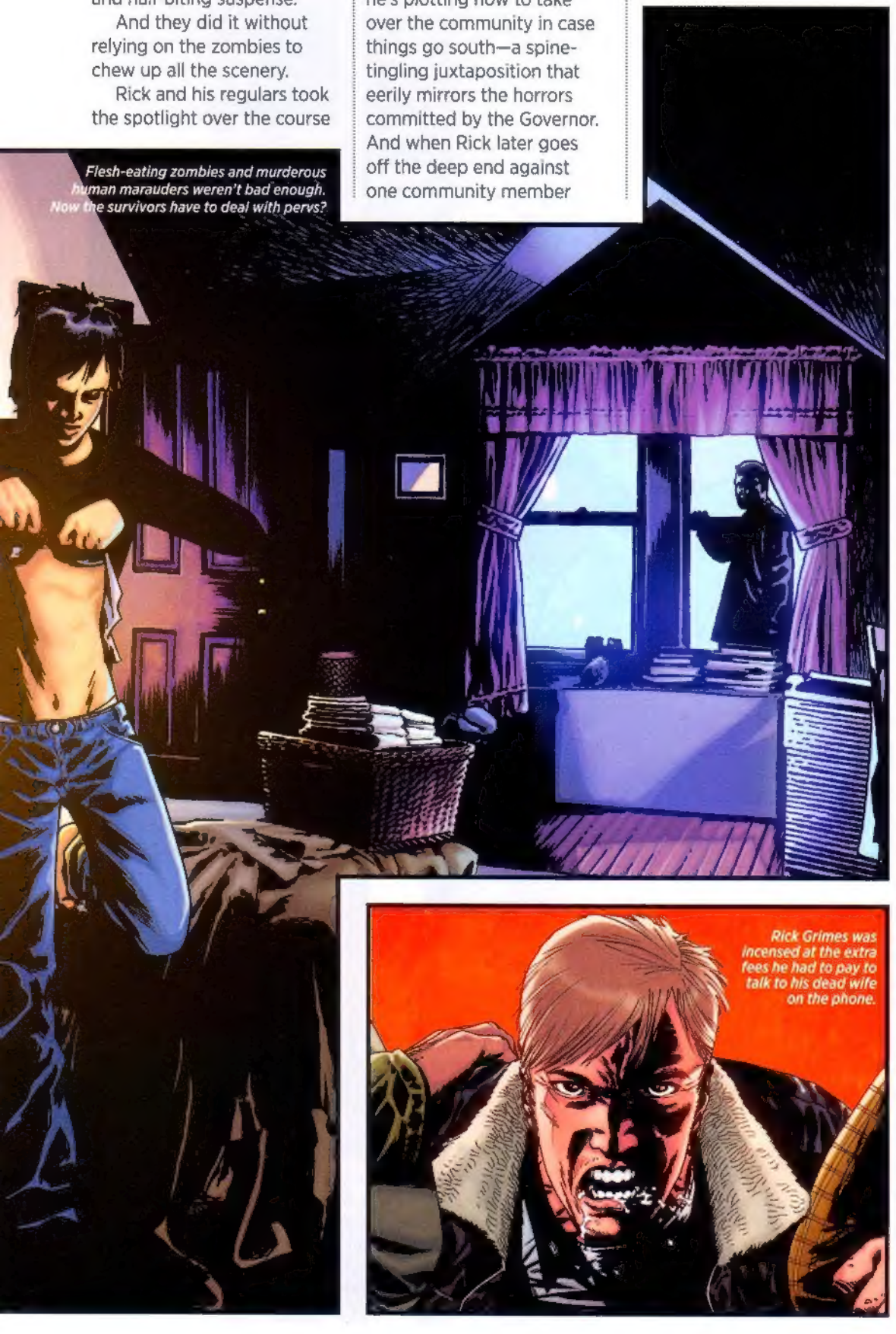
AMAZING SPIDER-MAN

The core storylines by the Webheads—Mark Waid, Joe Kelly and Zeb Wells—that pitted all of the classic villains against Spidey in a year-long grind were some of the best Spider-tales in years, and its thrice-monthly shipping made sure fans got a face full of quality web-fluid throughout 2010.

stomach-churning tension over the course of 12 issues to keep readers poised on the edge of their seats in a year-long, storyarc that provided plenty of slow-burn drama and nail-biting suspense.

And they did it without relying on the zombies to chew up all the scenery.

Rick and his regulars took the spotlight over the course of this year's *Walking Dead* run, as each of the players tries to settle in to their new roles. Rick naturally takes on the job of constable, but almost right out of the gate, he's plotting how to take over the community in case things go south—a spine-tingling juxtaposition that eerily mirrors the horrors committed by the Governor. And when Rick later goes off the deep end against one community member who's abusive towards his son, he's one step away from being exiled himself (talking to his dead wife Lori on a disconnected telephone doesn't help his case any).


Flesh-eating zombies and murderous human marauders weren't bad enough. Now the survivors have to deal with pervs?
Rick Grimes was incensed at the extra fees he had to pay to talk to his dead wife on the phone.

Naturally, in true Kirkman fashion, it took a while for the other shoe to drop, but once it did, it kicked the book into overdrive: Besides the roamers, there's a desperate band of armed renegades looking to move into the community without an invite, so of course Rick's at the forefront when it comes time for the inevitable showdown.

Luckily, he's so cagey and ruthless, the marauders don't stand a chance—except of course that the gunfire draws every roamer in DC to their doorstep. And just like that, home sweet home turns into a feeding frenzy once again.

Douglas and his band wanted Rick and company in their community because they knew the lengths it took to survive in the world of Walking Dead. But seeing those lengths on your front porch is enough to make even a zombie sick to its stomach—and that, in turn, made *The Walking Dead* our best ongoing book of the year. In a series where the zombies are an ever-present threat, it's still the humans who turn out to be the worst monsters. **ANDY SERWIN**

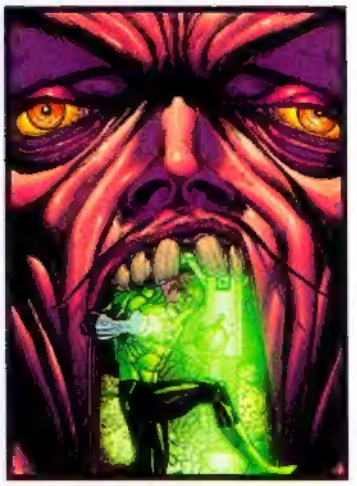
SWEET TOOTH

Jeff Lemire's post-apocalyptic drama, about a young human-animal boy and his would-be protector struggling to survive, is alternately terrifying, tense and touching—a trifecta no comics fan should ignore.

BEST ARTIST

DOUG MAHNKE

Once again, Larfleeze bumfuzzles the class photo at the Color Corps Get-Together.



Doug Mahnke has proven throughout his career that he can draw anything that you throw at him.

And the veteran artist has only gotten better with his work penciling Geoff Johns' epic *Green Lantern* run. Let's face it: When the kids come excitedly running to the comic store after they see the "Green Lantern" film in theaters, Mahnke's take on Hal Jordan will have them hooked on the books.

So why does he get the top art spot in 2010? 'Cause he's drawing Hal, Star Sapphire and Sinestro with attitude to spare and making the universe scary again!

Mahnke's been on our radar since his *Dark Horse Presents* days, but he exploded onto the scene with *The Mask* during the '90s. Over the years, he's taken on *Major Bummer*, *Stormwatch P.H.D.*, and *Final Crisis*, but his crowning glory (according to us) was his run on *JLA* and *Justice League Elite* from 2002-2005—yet his work on *Green Lantern* is set to blow that all out of the water.

From massive Lantern gatherings featuring all the color Corps, to simple conversations between Hal and Carol Ferris, Mahnke has proven himself a versatile, powerful storyteller in every panel he crafts. And aw shucks, he does some pretty fine space battles, too! Mahnke has a way of designing each of the characters in his books to give them their own individual identities as filtered through his unique lens: Sinestro comes off cocky, Black Hand looks terrifying, and Orange Lantern Larfleeze does sketchy like nobody's business. When it came to illustrious illustrators in 2010, Mahnke's lantern shined brightest. **ETHAN KAYE**

BEST CRIME SERIES

SCALPED

Jason Aaron and R.M. Guera continued to produce a nail-biting, character-driven crime drama—undercover FBI Agent Dashiell Bad Horse juggles his deadly assignment, a drug habit, a bad romance and his Native American baggage—that ranks with the best of anything you'll find on your cable box.

BEST COVER ARTIST

MAURO CASCIOLI

Oliver Queen's not a bad Robin Hood, but we kind of dig Kevin Costner's "Prince of Thieves."

Twenty-ten's been a dynamite year for covers, but Mauro Cascioli's work on *Justice League: Cry for Justice* and the relaunched *Green Arrow* blew up our eye sockets like a detonating bunker-buster.

With a painted colors-over-sketched pencil style that begs the question, "Did he have models pose for *every* one of his panels?" Cascioli's art combines realism with a fantastic eye for composition. His 2010 cover artwork for *Cry for Justice* combined dynamic group shots and eye-catching, emotional compositions, and look like something you'd see on the wall at a 1930s movie theater in the 1930s. His work on *Green Arrow* explores dynamic approaches like Oliver Queen rising up from a flaming forest, taking an arrow straight to the head or blending into a sea of greenery behind him.

While purchasing the originals is a little out of our price range (if your wallet's fatter than ours, you can purchase some of his covers from **splashpageart.com**), we're planning on snatching up every book that's got him out front in 2011. **EK**

BEST INDIE/ GRAPHIC NOVEL

SCOTT PILGRIM VOL. 6

Scott Pilgrim's badassery would be a lot easier to swallow if it weren't for the fact his sword hilt has a heart on it.

Bryan Lee O'Malley's sixth volume of *Scott Pilgrim* became the indie book that everyone could agree on.

With the cinematic adaptation by Edgar Wright looming on the summer horizon, casual interest collided with die-hard comic fans and spawned a wave of anticipation that O'Malley is still recovering from. (Seriously, check the man's Twitter account.) In a move usually reserved for twinkly vampires, underage wizards or excitable Jedi, fans of the book poured out at midnight release parties around the country to get closure on the six-volume saga of Scott Pilgrim winning the love of ultra-hipster Ramona Flowers.

Was it worth it? Yes indeedy. The epic story—recounting Scott's troubled dating past and his videogame-style victories over six of the seven evil ex-boyfriends—couldn't be wrapped up with a simple fistfight against the last ex, Gideon Graves. After all, at the end of *Volume Five*, Ramona had disappeared and Scott's band was in the toilet. But O'Malley finished the series with more than one big bang.

Jumping back and forth between dreamspace and the real world, Scott wound up fighting a disturbed villain who had his own relationship hang-ups in a fight straight out of a Final Fantasy game. And Scott wasn't the only character who found closure—Ramona finally came to terms with herself in a series of action scenes. Oh, and the whole thing was peppered with great self-referential humor that really rewarded the fans who'd stuck with the book since *Volume 1*.

O'Malley's art on the series has always been a combination of manga meets graffiti, and *Volume 6* did things no one was expecting. Impaling with swords? Yup. Giant shirtless demons? Yup. Evil twin fight? Yup. Awesome Japanamation-style cryogenic machine with crystal coffins coming from the ceiling? You better believe it!

Fans loved it, critics loved it, and maybe it even got a few jaded hipsters back into reading comics again. The industry saluted O'Malley by handing him the 2010 Eisner Award for Best Humor, the series dominated the graphic novel sales charts for the entire summer...and the movie was pretty good, too. **EK**

BREAKOUT WRITER

J.T. KRUL

Dear , lord—the man doesn't stop writing! Twenty-ten was J.T. Krul's breakout year, with multiple DC and Aspen comics arriving each and every month. That kind of pace from a relative newcomer would put anyone in the hospital, but Krul takes it in stride and just keeps on writing.

With a career stretching back only a few short years, he's become the man to go to for top-notch superhero action that's not afraid to go dark. Cases in point? He got Speedy back on smack. He broke up the Titans. He made Green Arrow a crazy hermit.

Currently, Krul heads up the relaunched *Green Arrow* (with art by Diogenes Neves), *Teen Titans* (art by Nicola Scott), and Aspen's psychic spy thriller *Mindfield* (with Alex Konat). And just over the past 12 months, we've seen contributions to *G.I. Joe Origins, Soulfire, Fathom, Superman/Batman, Justice League. Rise of Arsenal* and *Untold Tales of the Black Lanterns*. The best part? They've all been great, and come packed with gravitas so that these stories really matter.

Krul doesn't seem to be slowing down anytime soon, and that's okay by us—another year like this and he'll be battling for upper echelon status. **EK**

AVENGERS ACADEMY
Featuring all brand-new characters to the Marvel Universe, this New Warriors for a new age about superheroes in training—courtesy of Christos Gage and and Mike McKone—is one of the funnest debuts in recent memory. TWS

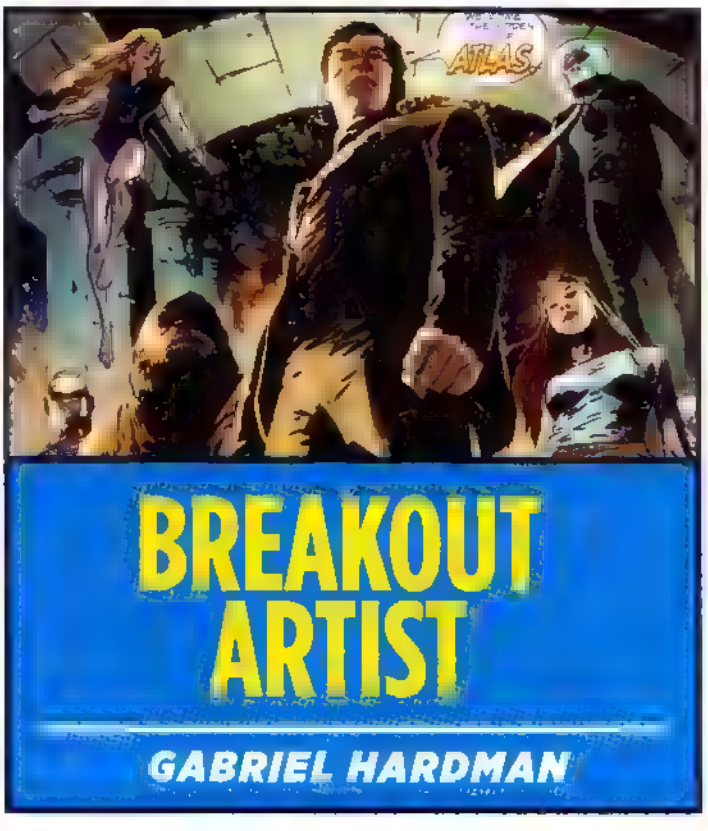
BREAKOUT ARTIST

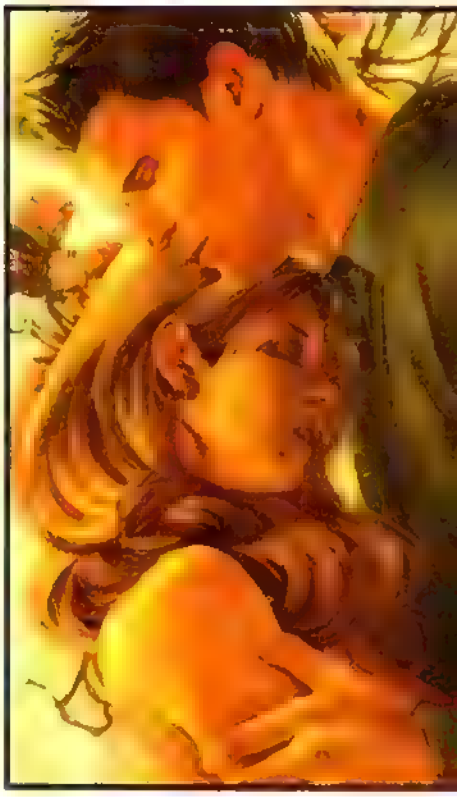
GABRIEL HARDMAN

Talk about a powerhouse artist: Gabriel Hardman kicked off the year potently penciling Marvel's quirky crusaders, the Agents of Atlas, then traded those titans in for a shot at the Crimson Colossus, aka the Red Hulk.

With that kind of 1-2 punch, it's no wonder Hardman captured our Breakout Artist honors. (Heck, we've loved the guy since way back; it's why we commissioned him for our Gold Key Revival piece in *Wizard* #227!)

And it's not hard to figure out where Hardman's dynamic, cinematic style noteworthy for its retro vibe and in-your-face, action-packed layouts comes from: The acclaimed storyboard artist worked on superhero productions that include "Spider-Man 3," "X2," "X-Men: The Last Stand" and "Superman Returns." And talk about prolific: In an age where publishers are lucky to get four issues of interiors a year out of their top artists, Hardman produced five issues of *Atlas*, the four-part *Avengers Vs. Atlas* plus his current run on *Hulk*. With all that to his credit, Hardman was an easy choice as Breakout Artist; can't wait to see him smash his way to superstardom in 2011. **AS**





BEST MOMENTS

EVEN THE MOST ADEPT READERS IN THE WIZARD STAFF STILL GET SURPRISED BY COOL COMIC BOOK MOMENTS

THE SIEGE #2 (MARVEL) It promised to be a heavyweight bout for the ages: Ares, the Greek God of War, versus that psychologically scarred Superman knockoff, The Sentry. But when the two titans actually tussle, the battle abruptly ends in a TKO—in this case, a Traumatic Killing Orgy, with Ares getting ripped apart in a geyser of blood lovingly rendered by Oliver Coipel.

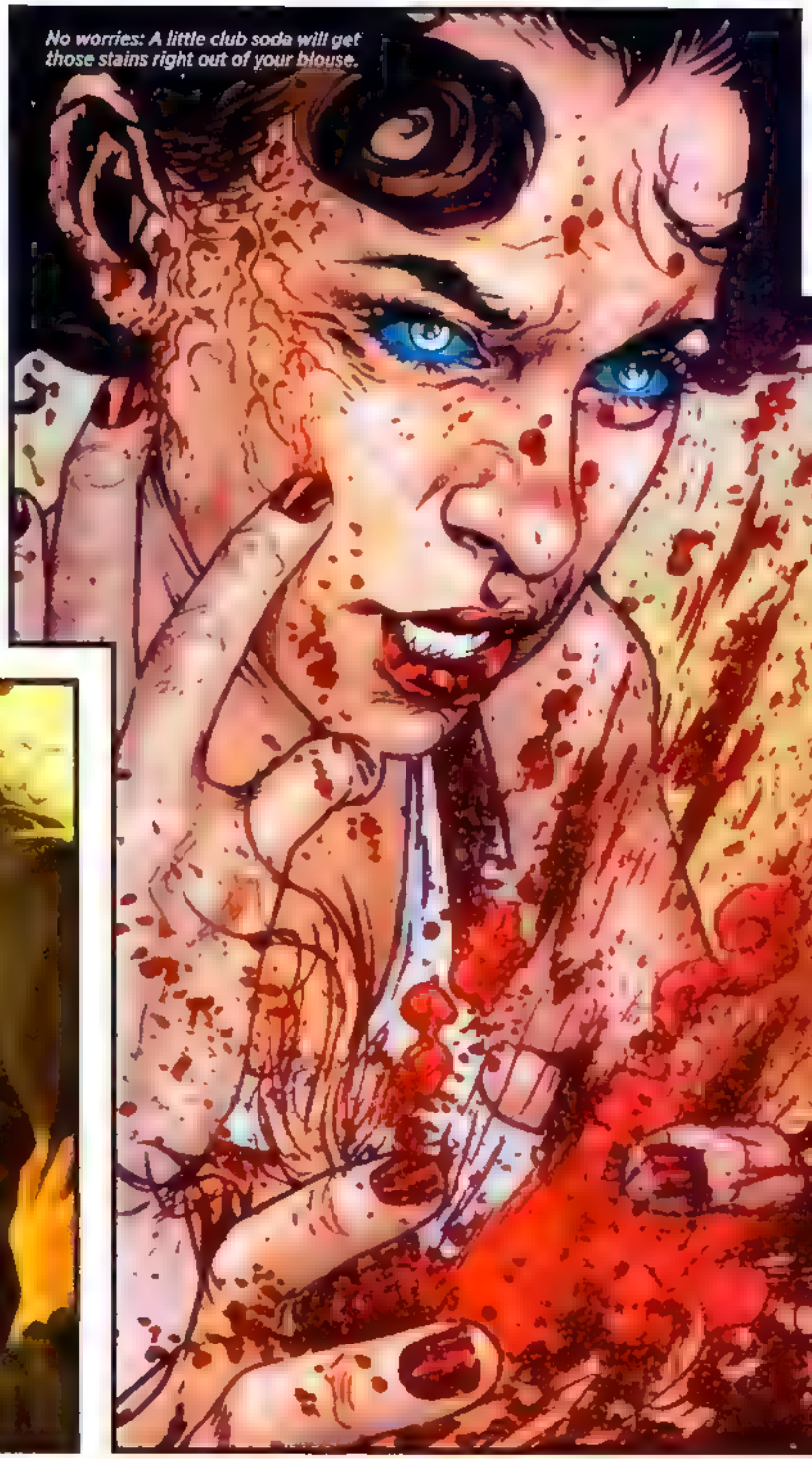
BATMAN AND ROBIN #12 (DC) Grant Morrison has penned many a big reveal in his day, but one of his best was the unmasking of Batally Oberon Sexton, aka The Gravedigger, as none other than the Joker. It's the Clown Prince's best punchline yet.

BUFFY SEASON EIGHT #34 (DARK HORSE) Suck it, Camp Spike. Twilight, the supposed villain of Joss Whedon's series, turns out to be none other than Buffy's old flame, Angel. The two

COMICS' WTF?!? MOMENTS OF THE YEAR

WONDER WOMAN #600 (DC)

SEA BEAR AND GRIZZLY SHARK #1 (IMAGE)



celebrate their reunion, courtesy of guest writer Brad Meltzer, with an entire issue filled with superpowered sex so powerful they birth their own magical universe. Somebody get us a cigarette.

EX MACHINA #47 (DC/WILDSTORM) Mitchell Hundred, the superhero-turned-Mayor of New York City in Brian K. Vaughan and Tony Harris' *Ex Machina*, has always had mother issues. But here, Mrs. Hundred suddenly developed issues of her own—namely the after effects of having her head crushed into pulp by reporter-turned-supervillain Suzanne Padilla.

HULK #26 (MARVEL): Apparently, Thor didn't get the memo that the Red Hulk is now a good guy, and so launches into a massive beat-down of the former villain. Captain America chalks up Thor's overreaction to a misunderstanding. However, the God of Thunder later confides to Bruce Banner, "I did hear the whole message." That's straight brawlin', baller!

AMAZING SPIDER-MAN #641 (MARVEL) No amount of mixing science and magic by Reed Richards, Tony Stark and Dr. Strange will make us forget the cliche way of undoing Spider-Man's unmasking during *Civil War*—even though

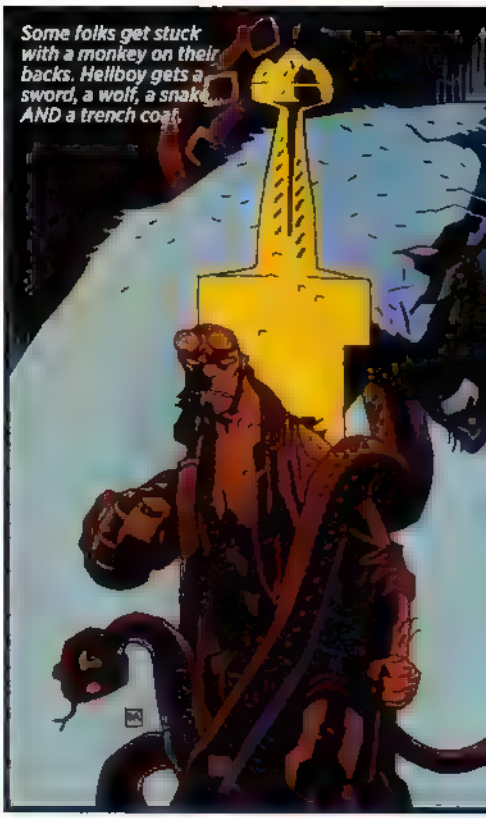
CELEB COMICS (VARIOUS) Haven't we seen enough of these celebrities and their "writing teams" jumping on the comic book bandwagon? Between uninspired offering from Rashida Jones (*Frenemy of the State*), Michael Chiklis (*Pantheon*), Samuel L. Jackson (*Cold Spell*) and Wesley Snipes (*After Dark*), Wednesdays at the comic shop are starting to look like the Hollywood Walk of Shame.

ARCHIE #605 (ARCHIE) Reading the wrap-up of the what if-like "Archie gets Married" arc, and the parallels to the red-headed Riverdale high alum's lives—whether he married good girl Betty or that tramp Veronica—made us realize we want a divorce from the entire storyline. **THE WIZARD STAFF**

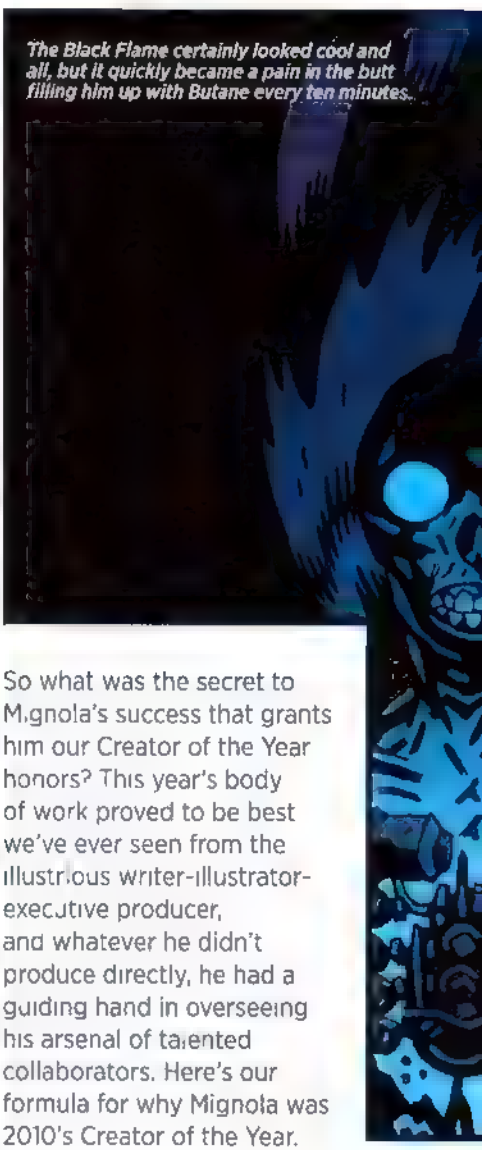
BEST CREATOR

MIKE MIGNOLA

Too late as he stepped off the ship, Lord Baltimore rued his decision about vacationing with a cut-rate travel agent.



Some folks get stuck with a monkey on their backs. Hellboy gets a sword, a wolf, a snake AND a trench coat.



The Black Flame certainly looked cool and all, but it quickly became a pain in the butt filling him up with Butane every ten minutes.

Mike Mignola turned out to be the comics equivalent of a one-man band in 2010, and oh what sweet music he made this year.

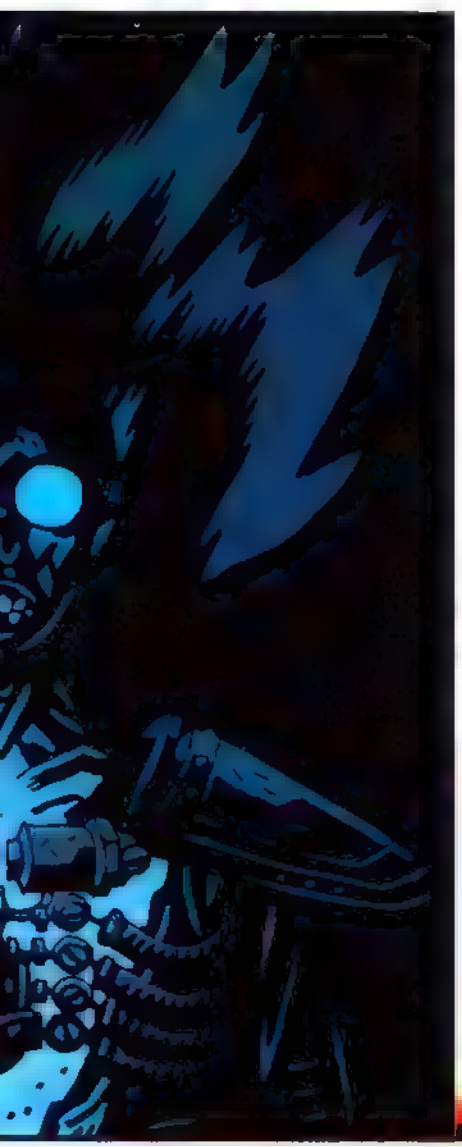
Besides writing the three-part *Hellboy: The Storm* and two must-read one-shots—*Hellboy in Mexico* (**see sidebar**) and *Hellboy: Double Feature of Evil*—he co-plotted (with John Arcudi) two stellar B.P.R.D. installments (*King of Fear and Hell on Earth—New World*), a two-part Abe Sapien story (*The Abyssal Plain*) and got *Baltimore: The Plague Ships*—the comic sequel to his Gothic horror novel—up and running with Christopher Golden.

"When you list 'em all like that, it looks like it was a pretty good year," jokes Mignola. "I'm actually me personally, as far as the quality of work I've done, I'm really happy."

And he should be happy—sure, his artistic output consisted solely of covers and spot interiors, and two and a half new stories for *The Amazing Screw-On Head* collection that bowed this year ("Some of my favorite stuff I've ever done back in print," gushes Mignola), and he wrote just five issues of his various franchises so o.

So what was the secret to Mignola's success that grants him our Creator of the Year honors? This year's body of work proved to be best we've ever seen from the illustrious writer-illustrator-executive producer, and whatever he didn't produce directly, he had a guiding hand in overseeing his arsenal of talented collaborators. Here's our formula for why Mignola was 2010's Creator of the Year.

GHOST PROJECT
Joe Harris and Steve Rolston's Oni Press collaboration produced a nail-biting potboiler about a Russian bio-weapon with supernatural origins that's ripe for a big-screen adaptation.



KNOW WHAT YOU'RE DOING

Since flying solo on Hellboy writing duties in 1994—John Byrne earned co-writing credits for the first few projects—Mignola has had over 15 years to hone his writing craft, and the results have paid off huge.

"I feel like I finally know what I'm doing, I've figured out what I do, how I do it, enough that it's kind of scary," notes Mignola. "I was writing last night and I had the feeling of, 'This isn't too bad what I've done here.' I'm starting to have that thing in my head that's saying, 'Yeah why don't you just be a writer? You can do this. You've got another dozen or so ideas for other projects, you can just be a writer.' But I'm so missing the drawing table that I have to say, 'It's nice you've gotten to be a better writer, but we want to be a comic book artist.'"

COLLABORATE WISELY

Looking at the talent that Mignola and Dark Horse have assembled for the Hellboy/B.P.R.D. franchise—Arcudi, Guy Davis, Duncan Fegredo—it's no wonder nearly everything they've produced this year is a must-read, and Mignola is quick to hand out the praise, especially to his long-time B.P.R.D. co-writer, Arcudi.

"Let's be clear: John is the writer on that book," Mignola says. "I'm more and more the co-plotter, which means I kind of helping steer the direction of that book. There's little bits of me I'll shoehorn in every once in a while, but the day-to-day writing is all very much John. I invited John to make those characters his and he really has. I'm really lucky to work with such really good guys."

BLOW $#@& UP—AND DON'T WORRY ABOUT FIXING IT

Unlike the comic book universes proffered by other publishers, there's no retcons, sieges or crises that can undo what Mignola's already done. Just ask Big Red: He lost an eye during his British adventure in *The Storm*—and there's no H.M.O. to replace his missing orb.

"For both Hellboy and B.P.R.D., 2010 was a major turning point. In B.R.P.D., we're starting to see big, significant chunks of the world are getting destroyed. This world is meant to change, and it can never go back to what it was. This year, Helloby lost an eye, and next year with *The Fury*, the climax of this Arthurian storyline, we see more really significant changes. For Hellboy at least, it's the biggest year in terms of what he goes through."

A bigger year for Hellboy than 2010? Mignola better start tuning up the band. **AS**

DEADPOOL
Marvel Comics titles that Deadpool appeared in during 2010 (and if that's not more books than Wolverine showed up in, it certainly felt that way).

HELLBOY IN MEXICO
In *Wizard*'s pick for Best One-Shot of the year, Hellboy learns first-hand the horrors of a spring break gone awry.

It's 1956, and HB's down in Mexico investigating vampire massacres when he hooks up with some monster-bashing luchadore brothers. Big Red and the wrestlers proceed to kick ass, take names...and imbibe WAY more tequila than is humanly possible. All the revelry leads to a tragic ending, and a deathmatch in the squared circle between Hellboy and a badass Bat-Demon, as only horror legend Richard Corben (*Haunt of Horror*) could envision.

Not only one of the creepiest, most atmospheric horror stories in writer Mike Mignola's body of work, it serves up sincerely sweet and touchingly tragic insights into Hellboy's characterization.

"*Hellboy in Mexico* is one of the goofiest things I've written, and yet has, I think, some horrific, sad moments in it," notes Mignola. "This was the first time Hellboy deals with the death of someone close to him. It was interesting to deal with that."

And definitely worth the hangover after a tequila binge. AS

HAPPY EN

[illegible] WIZARDS START

Parting is such sweet sorrow: This year marked game over for Bryan Lee O'Malley's *Scott Pilgrim* series and the final super team-up for NBC's "Heroes." We've bid bon voyage to the island on ABC's "Lost" and watched Mayor Mitchell Hundred finish his term in the pages of *Ex Machina*.

As we roll into 2011, all those fond farewells got us thinking: Which of those endings would stand the test of time? Our standards for the top 25 finales of all time were simple: They had to be true series endings, not the jut the wrap-up of an arc or the close to a storyline ("Return of the Jedi" qualifed; "Revenge of the Sith" would not.)

We'll spare you the entire second act of our brainstorming sessions, the fisticuffs and the tears, the formulas and rankings, and cut straight to the good part: the end result.

Want more happy endings? Go to the Wizard blog at PieMonkey.com for Finales No. 26-50!!

25

SCOTT PILGRIM VOL. 6: SCOTT PILGRIM'S FINEST HOUR (2010)

Six volumes, seven evil exes: Bryan Lee O'Malley's black and white mash-up of video game cool and manga panache made it to the kill screen this year riding a wave of Hollywood buzz just in time for the release of its big screen adaptation.

Hipster hero Scott goes on a spirit quest, gains some perspective and literally must battle himself, Nega-Scott, before heading into one bigass boss level of an ending as he takes down Gideon, Ramona's final evil ex.

The very personal conclusion gives closure to Scott and Ramona before they join up again and travel off into the series' sunset stand-in, the bright warm glow of subspace.

24

TWIN PEAKS (1991)

David Lynch's "Twin Peaks" sputtered towards the end, but the finale was as tasty as cherry pie. Agent Dale Cooper (Kyle MacLachlan) has lost it: As he smashes his own face into a mirror, we realize the demon Killer Bob is in the driver's seat, and has designs on offing Coop's girlfriend, Annie. Dripping with blood, Bob laughs maniacally and repeats, "How's Annie?!?" Chilling.

23

JUSTICE LEAGUE UNLIMITED (2006)

Arguably the greatest animated series in comics history, "Justice League Unlimited" took its final bow with one of the biggest mass media gatherings of DC heroes and villains ever assembled. Devoting its first half hour to Lex Luthor's plot to resurrect Brainiac, the finale's part one cliffhanger ends with the rebirth of Darkseid, the omega-powered ruler of Apokolips. Racing back to Earth, the Legion of Doom is forced to team with the Justice League to fight off an invading force from Darkseid's hell-like planet. Lex Luthor and Batman fight back to back, while Superman takes on the heavy-hitting evil god for a final 20 minutes that never lets up on action or superb character moments.

DINGS

*Get your rocks off with Wizard's list of the **TOP 25** pop culture finales of all time!*

22

LOST (2010)

The survivors of the Oceanic Flight 815 crash passed on to the afterlife in the two-hour series finale, "The End," but it's been a little harder for fans of the ABC show to move on. Men (and women) of science and men (and women) of faith clashed over the outcome, which reunited the castaways in the Great Beyond, but never fully answered Charlie's question about the Island six years earlier: "Where are we?"

Maybe the Island didn't give up all of its secrets, but the show's last shot of Jack (Matthew Fox) closing his eye in the same field as he opened it in the introductory sequence of the pilot brought the show full circle. "We wanted to give a very clear and definitive ending to the series," Executive Producer Damon Lindelof told the *New York Daily News* before the finale aired. "It's not 'the end' with a question mark after it, it's the end."

21

JEKYLL (2007)

In the gripping BBC finale to a reinvented 21st century Jekyll and Hyde story, Mr. Hyde goes from literary villain to TV hero as he unleashes his unearthly powers to save Jekyll's family, ultimately sacrificing his own life to save his alter ego. But the true shocker comes as Jekyll, now apparently cured of his curse, goes to confront the old, frail woman he believes is his mother. In the final seconds, she transforms from sweet Ms. Jekyll to evil Ms. Hyde and leaps at her terrified offspring before the screen goes to black.

20+19

LIFE ON MARS (UK version, 2007)
LIFE ON MARS (U.S. version, 2009)

After a car wreck, London Detective Sam Tyler (John Simm) finds himself stranded in the 1970s. But how? Is it virtual reality? Time travel? Has he gone insane? Spoiler alert: It was a coma. Sam regains consciousness in the present day in the last episode, leaving his '70s pals in mortal danger. But he finds the present so boring that he jumps off a roof, and right back into the swingin' '70s to save his mates.

Following the UK "Mars" reveal, it looked as though the U.S. version would be short on mystery. The show, however, pulled a big switch and changed the scenario that sent Sam Tyler (Jason O'Mara) to 1970s New York. In this version, Sam and his police pals are all actually astronauts from the future traveling to Mars, and the '70s is a glitchy virtual reality program meant to keep him stimulated over the long trip.

18

KINGDOM COME (1996)

In this dystopian take on the DCU by Mark Waid and Alex Ross, a new generation of reckless, deadly heroes has gripped the rest of the world with fear, prompting the United Nations to drop a nuke on the various factions—which kills Lex Luthor's mind-controlled puppet, Captain Marvel.

Superman goes berserk at the U.N., but is talked off the ledge by elderly Norman McKay, who's been following these world-shaking events at the behest of the Spectre. The Big Three—Supes, Batman and Wonder Woman—mend fences and rebuild the trust of the populace, and the story ends on a hopeful high note with the three heroes musing on the future of the DCU...and their baby?!?

17

BUFFY THE VAMPIRE SLAYER (2004)

A big final battle against an even bigger baddie? Check. Emotional goodbyes? Check. A big heroic death for doomed vampire Spike? Check.

A mystical spell that unlocks the slayer potential, empowering thousands of women across the globe? We have to hand it to Joss Whedon, because we didn't see that one coming. That, in a nutshell, is why we selected "Chosen" this high.

Like Dawn, we're left wondering, "Buffy, what are we going to do now?" Judging by the last arc of Dark Horse's *Buffy Season 8* comic, we're hard at work typing up an entry for a future "best finales" list.

15

100 BULLETS #100 (2009)

The ending of Brian Azzarello and Eduardo Risso's highly acclaimed Vertigo crime series provides the textbook definition of full circle: The first issue finds Agent Graves recruiting gang-banging ex-con Dizzy Cordova for his new Minutemen, a group of killers tasked with keeping order among the 13 crime families that make up The Trust. After a series' worth of double crosses and hidden agendas, the whole turkey shoot comes to an end with a crippled Dizzy pointing her gun at a disgraced Graves, both players caught in a fiery conflagration from which neither will return.

16

GOLDEN AGE (1995)

The Golden Age heroes have been summoned before Congress to unmask. Into this kangaroo court hops would-be hero Dynaman, secretly implanted with the brain of Adolf Hitler by the Ultra-Humanite. It's up to newcomer Captain Comet to step up—and in the bloody, violent confrontation that ensues, James Robinson and Paul Smith give birth to a pristine Silver Age and a new generation of heroes.

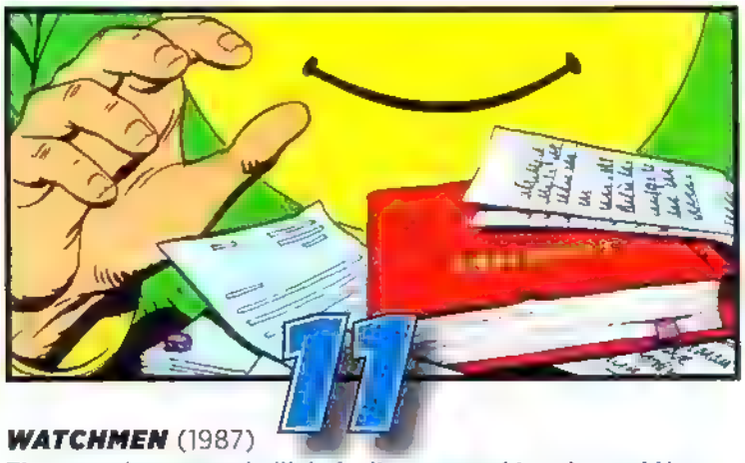
14

SLEEPER SEASON 2 (2004)
Where do washed-up undercover black operatives go when they've burned all their bridges? According to Ed Brubaker and Sean Phillips, there's no retirement in Holden Carver's future—after crossing super-criminal Tao and his former International Operations handler Jack Lynch, he's about as effed as it gets. But in a stunning twist, our last shot of Holden is on a tropical island frolicking with both of the women he loved—but is this heaven, hell...or something even worse?

13

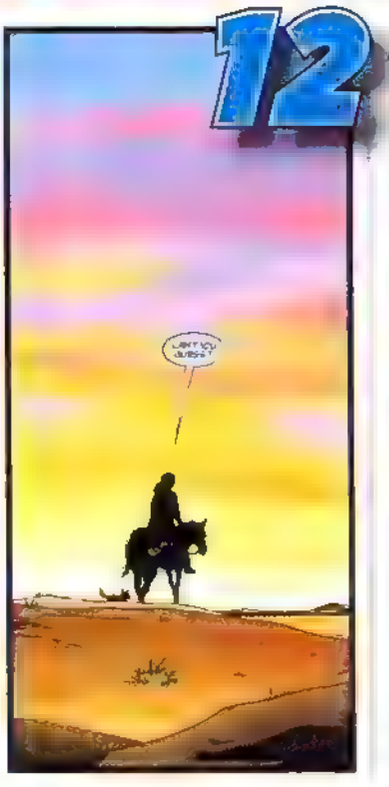
BUFFY THE VAMPIRE SLAYER: WARNER HOME VIDEO; HALO 3: BUNGIE, LLC. ALL RIGHTS RESERVED.

HALO 3 (2007)
The prequel *Halo: Reach* may mark the final game in the series developed by Bungie, but *Halo 3* is the real final chapter in the sci-fi epic. The combined forces of the human UNSC and the rebel faction of the alien Covenant face off against the alien High Prophets and the parasitic Gravemind. But it's the very ending of the finale that's sure to haunt gamers for a good long time. Master Chief, presumed dead after saving the galaxy and stranded in the wreckage of the final battle, tells Cortana, his onboard Artificial Intelligence, to "wake me when you need me," as he enters a cryogenic sleep and drifts through space toward an unknown planet.



11

WATCHMEN (1987)
The megalomaniacal villain isn't supposed to win, and New York certainly isn't supposed to be destroyed by a giant psychic alien squid. But Alan Moore and Dave Gibbons threw out every comic convention with their big reveal that Adrian Veidt staged an alien invasion to trick Russia and the U.S. into quelling an impending nuclear war. But there's one last bombshell: Rorschach's journal, documenting Veidt's entire plan, ends up in the hands of a right-wing newspaper. What happens next is left to the readers' imaginations.



12

PREACHER (2000)
At the end of this fan-beloved road tale by Garth Ennis and Steve Dillon, the three main players—former preacher Jesse Custer with his "word of God" powers, badass would-be assassin-slash-love interest Tulip and back-stabbing vampire Cassidy—get exactly what they deserve, as do many of the series' other castmates. Some find love, others embrace redemption, there's a new ruler in heaven and st ll others head for hell. And in true Western fashion, there's even a wa.k-off into the sunset—the perfect ending for one hell of a ride.

BUNGLED GOOD-BYES

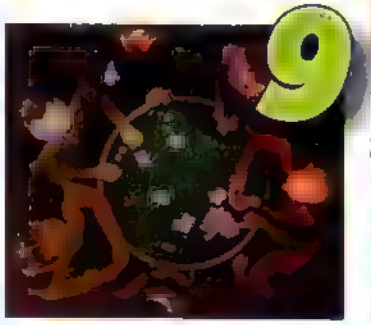
Sometimes parting isn't such sweet sorrow, like when the powers that be have no idea how to end their own story or let it go on for too long. Here are some of the worst offenders:

10

SQUADRON SUPREME (1986)

The Squadron Supreme abused authority before *The Authority* was a twinkle in Warren Ellis' eye, and pit superheroes against each other back when *Civil War* writer Mark Millar was still paying for his own comics.

The late Mark Gruenwald took a team patterned on DC's Justice League and made them revolutionary: The Squadron's grand plan is to impose its Utopia Program and bring peace and stability to a collapsing United States—whether they want it or not. Standing in their way is former teammate Nighthawk and his ragtag team of former supervillains, eager to restore Americans' freedoms at the price of the prosperity. The result? Seven heroes left dead. Everybody loses—except for readers.



9

STAR TREK: THE NEXT GENERATION (1994)

Much as it did throughout its seven-season syndication run, "Star Trek: The Next Generation" ends with Captain Jean-Luc Picard doing what he always does: going all in on his latest mission.

Titled "All Good Things...", this two-hour, feature-length finale finds Captain Picard's consciousness jumping through three distinct eras to save all of reality from a space-time anamoly created by the omnipotent entity known as Q. In true Starfleet fashion, Picard solves the cosmic conundrum. It's then that Q reveals it was all a test to see if humanity had the potential to evolve.

We did, and so did Picard: In the closing scene, the usually standoffish captain joins his crew for their regular poker game for the first time in series history.

8

BATMAN BEYOND (2005)

"Batman Beyond" never received its deserved finale, but instead produced one during "Justice League Unlimited's" first season Terry McGinnis finally discovers that Amanda Waller, longtime government stooge, overwrote Terry's father's DNA with Bruce Wayne's, and even plotted to kill the McGinnis family to give Terry the same trauma as an 8-year-old Bruce Wayne! It's the pitch-perfect ending to the illustrious line of Batman animated series, direct-to-DVD projects and its spinoffs.

The X-Files

The Dark Knight Strikes Again

did the Joker tie-in book, Miller used product... this book as some diabolical plan?

The Matrix: Revolutions

didn't we just...

G.I. Joe, the Marvel Series

...Midnighter ...series of outcomes... ...right, but the writers ...only seem to handle ...of plots to recycle

7

LORD OF THE RINGS: RETURN OF THE KING (1955, 2003)

What makes the ending of "Lord of The Rings: Return of the King" so epic? How about eight endings! In the film, you get nearly 60 minutes' worth of finale, where we witness: the destruction of the One Ring (along with giant sewer rat, Gollum) in a pit of lava; Gandalf rescuing Frodo and Sam from Mordor; the Fellowship celebrating bedside with a recuperating Frodo; Aragorn being crowned King of Gondor; the Hobbits returning to The Shire; Samwise Gamgee marrying HILF Rosie Cotton; Bilbo, Frodo, Gandalf and Agent Smith leaving Middle-Earth; and finally Samwise returning to his hobbit condo and uttering the last line of the film (and book), "Well, I'm back." Whew! The book, however, doesn't end quite as cinematically as the movie. Saruman the White meets his demise not in an epic battle, but while hiding out like a punk in the Shire. Taking control of the town and hiding in disguise, he's waiting for Gandalf and the Hobbits to return. Seriously? An (almost) 7-foot tall man with long white hair and an even longer beard "hiding" in a town full of Hobbits? We thought this guy was a wizard!

6

HARRY POTTER AND THE DEATHLY HALLOWS (2007)

Spoiler alert! If you haven't read J.K. Rowling's ending to her beloved literary series, then don't expect any sympathy.

For her last magic trick, Rowling pulled out all the stops and tied up all loose ends (Dumbledore's plan revealed! Ron and Hermione finally kiss! Ron's mom, Mrs. Weasley turns badass and vanquishes Bellatrix Lestrange with the line, "NOT MY DAUGHTER, YOU BITCH!"), all leading to the climactic showdown between Potter and Lord Voldermort. Potter's victory, however, comes at a terrible cost, as Fred Weasley, Tonks, Remus Lupin and poor, unappreciated Snape are left dead in and around the smoldering wreckage of Hogwarts Castle. Fast-forward 19 years later, though, and we find the scars are healed, Harry is married to Ginny and "all is well"—to borrow the book's last line.

5

ANGEL (2004)

Angel (David Boreanaz) has convinced the Circle of the Black Thorn that running evil law firm Wolfram and Hart has turned him to the dark side. But it's a clever ruse! His real plan is to infiltrate and "burn the house down with them in it." So Team Badass (including Angel, Spike, Wesley, Illyria, Gunn and Lindsay) mount up to go take out the demons one by one. That's when it gets awesome. Spike saves a baby, Angel fights back to back with his son Connor, Wesley dies, Illyria learns how to feel and Lindsay is shot dead by lounge singer Lorne!

When the smoke clears, the surviving heroes meet one last time. Hell is erupting in front of them. An army of thousands of demons is coming in for the kill, and a dragon is circling overhead. Spike asks Angel, "What now?" To which he replies, "We fight. Personally? I kind of want to kill the dragon. Let's go to work." Cue the credits. Total bad-assery.

4

EX MACHINA (2010)
Superhero-turned mayor Mitchell Hundred mortgages what's left of his humanity to further his political career in a 50th issue finale by writer Brian K. Vaughan and artist Tony Harris that left fans begging for four more years. (For more, **see sidebar.**)

3

SERENITY (2005)
Joss Whedon provided closure for his criminally underappreciated Western sci-fi TV series "Firefly," and what a "shiny" big-screen sendoff it was. Shortly after Wash (Alan Tudyk) pilots the ship down in a white-knuckle crash landing, he's impaled by a bolt fired from the pursuing Reavers' ship. Captain Mal Reynolds (Nathan Fillion) and his crew have no time for mourning—that's left to the rest of us. One woman-killing machine River (Summer Glau) gets revenge by decimating the marauders single-handedly, and our heroes manage to ride off into the sunset properly this time around.

2

Y: THE LAST MAN (2008)
In "Alas" (as in "...poor Yorick" from Shakespeare's Hamlet), Vaughan and artist Pia Guerra crafted a finale for the ages that's equal parts heartbreaking and euphoric. (Don't you read? See the sidebar!)

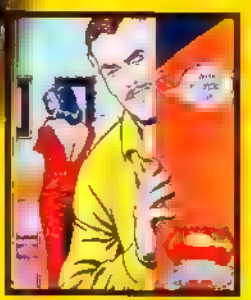
BRIAN'S SWAN SONGS

Not many comic book series get to end their [illegible] Vaughan [illegible] exactly the way Brian K. Vaughan [illegible] ended their 60-issue Ex Machina.

I always knew Mitchell Hundred [illegible] machine [illegible] Mitchell after hearing [illegible] the final [illegible] "Alas" was going to be the last title, and I knew it was going [illegible] Mitchell [illegible] terrible things and ending up as the president.

What [illegible] [illegible] [illegible]

1 WHATEVER HAPPENED TO THE MAN OF TOMORROW? (1986)



In 1986, as *Crisis on Infinite Earths* wrapped up its epic and universe-changing storyline, DC would launch *Superman: Man of Steel*, a new take on the iconic comic character complete with an updated origin and more realistic powers to make him less invincible. But the Silver Age Superman—the character who could move planets without breaking a sweat, who once turned into a doctor, lawyer and Indian chief after exposure to Red Kryptonite and boasted a ridiculous arsenal of powers ranging from super-hypnotism to super-ventriloquism—deserved his swan song.

Enter Alan Moore. The masterful Moore, edited by comic legend Julie Schwartz, crafts this tale of the twilight of Superman's career. The villains have disappeared and the love of adventure isn't what it used to be for the Last Son of Krypton. But after his secret identity is revealed, Pete Ross is murdered, and the Man of Steel's villains begin attacking with murderous abandon, Superman realizes he must take everyone he cares about—Lois Lane, Perry White, Lana Lang and Jimmy Olsen—to the Fortress of Solitude for a last stand against the attacking Legion of Super-Villains and Brainiac, who's taken over Lex Luthor's mind and body in a perverse and uncomfortable new team-up.

"When Julie asked me if I wanted to write those last Superman stories, he specifically said that what he would like to see was a story that tied all of the loose ends of that whole Superman continuity," recalled Moore when Wizard spoke to him in 2003. "I decided to take all of the elements that I thought were great about Superman and try to bring them to some sort of meaningful conclusion"—and he did it, ending the Silver Age Superman with a wink and a smile.

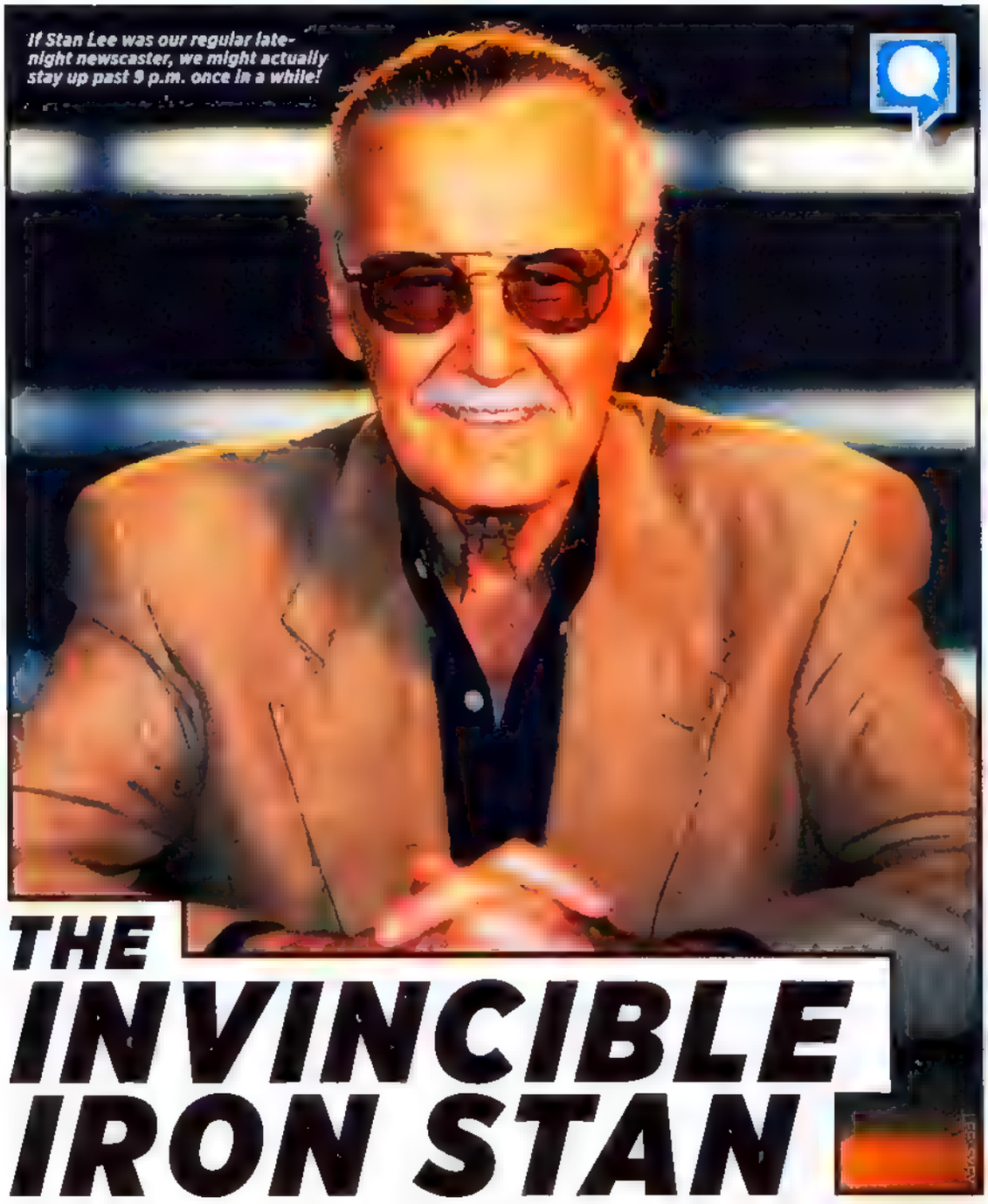
Mike Cotton, Stu Horvath, Carlos Mejia, Ethan Sacks, Andy Serwin and James Walker all contributed to this story. Half did the winking, the other half the smiling.

THE MARVEL STUDIOS BOARD GAME!

Navigate the pitfalls of Hollywood and comics! Roll the dice as one of these Marvel Movie insiders:

ART BY RYAN DUNLAVEY
TEXT BY THE WIZARD STAFF

EXCELSI-WHORE!
I'M MOTHER F---ING NICK F---ING FURY, MOTHER F---ER!
@&%$#!
FINISH!
HOLLYWOOD



THE INVINCIBLE IRON STAN

The comics icon tackles a how-to book, a 'Thor' cameo...and the NHL?!?

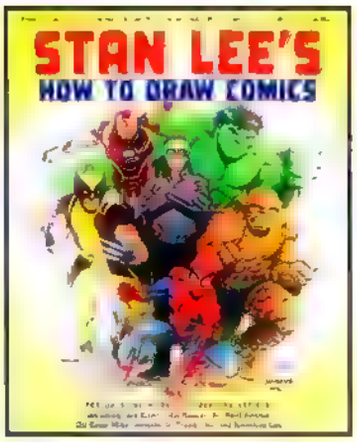
Stan Lee is busier at the age of 87 than Marvel's heroes when Galactus comes calling. *Wizard* prodded Lee to stand still long enough to get the lowdown on the legend's latest projects.

WIZARD: As a renowned comic book writer, why did you want to do an advice book for aspiring artists (pictured above)?

LEE: *Every time I meet fans, they're always saying to me, "What advice would you give me if I want to be a comic book artist?" Well, you can't do that in a couple of seconds. So I feel it's good to have a book like this for someone who really wants to draw comics. Now if someone comes up to me and says, "Hey, how do you draw comics?", all I have to say is, "Make me a little richer by buying* Stan Lee's How to Draw Comics. *And it'll also make you a little wiser."*

The pendulum has swung in comics towards darker material, and away from the more kid-friendly material from your Marvel days. Did that change the way you designed your characters for Boom Studios?

To tell you the truth, when I write stories, I try to write them for everybody. I try to write them simply enough that a young child could read it and understand it and enjoy it. And I try to write it intelligently enough to hold the interest of an older reader. I have never tried to do anything that a parent would say, "I don't want my child to read this." Not that I'm a nice guy, but I'm greedy, I want everybody to read my stories.



Learn comics from master storyteller Stan Lee, in his how-to book from Watson-Guptill ($24.99).

How did the NHL deal come about? Have you wrapped your mind around how you're going to create superheroes out of hockey teams?

I figured they approached me because I'm such a well-known athlete. I love the idea. And the way to tackle it is, there are 30 teams in the NHL, and the names of the teams are all very colorful and could [we] create heroes based on the name of every team, which is what we've done. Then of course, we have to have people for them to fight, we have to have a reason for their existence and why they team up. They all have a common objective... as soon as I figure out what the objective is.

What's it like for you to see your creations on the big screen with the current Marvel movies?

Wait till you see my "Thor" cameo. I am a little upset about it. I wanted to play Odin; they got Anthony Hopkins. He probably came cheaper. I don't know. I thought at least I'd carry a spear, but I don't.

ETHAN SACKS

KICKSTART YOUR HEART

Hollywood production company jumps into comics publishing

For those with their fingers on the pulse of entertainment, Jason Netter and Kickstart Productions are familiar names. For those who dig comics, you'll know them soon enough.

Netter's an entertainment production mover and a shaker, bringing comic properties to the big and small screens for over a decade. His Kickstart Productions has been in business since 1999, and produced some of the hottest comic-themed action around: Mike Mignola's "The Amazing Screw-On Head" animated film, Jimmy Palmiotti and Joe Quesada's "Painkiller Jane," Mark Millar's "Wanted," and the 26 episodes of "Wolverine and the X-Men" for Nicktoons.

Kickstart Productions created the "Painkiller Jane" TV show (left), some of its early comic offerings (below).

This year, Netter and Kickstart set off on a brand new adventure: comic publishing. While he's been a comic fan for years—he first tried to bridge the comic-to-film gap with a J. Michael Straczynski-penned adaptation of John Ostrander and Tim Truman's *Grimjack*—taking the leap to publishing is a huge step full of promise.

"Our mission is to enable creatives to maximize the value of their creations," explains Netter. "We realized we needed to evolve from what was essentially a broker model to a publisher model to improve our ability to generate value for our creative partners as well as our company.

"We dipped our toe into the publishing business earlier with two books that we released through Image: *Back to Brooklyn* by Jimmy Palmiotti and Garth Ennis, and *Random Acts of Violence* by Jimmy Palmiotti and Justin Gray. We really enjoyed working with the creators from inception, hence Kickstart Comics."

That those mature-themed titles were released through Image, a highly visible publisher that doesn't shy away from adult content, makes sense, as upcoming titles from Kickstart Comics will lean towards PG-13 ratings. "Our main focus is in expanding the traditional comic book market," says Netter. "While we have a few superhero properties, we tried to create books that would entertain a broad, yet diverse, audience. They're great expansive worlds, fascinating characters and strong concepts. We believe our books will be enjoyed by fanboys of all ages."

The slate of titles is ambitious to say the least: 24 stand-alone graphic novels are planned for a six-month release window, beginning this fall with *Hero Complex* by *The Authority* writers Adam Freeman and Marc Bernardin. Additional titles (**see sidebar**) will follow at a pace of four a month for the next six months

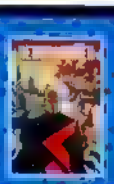
So what makes Kickstart books different from other product on the shelves? A few things, actually, not the least of which is the company's proven track record of bringing comic properties to life in other media. While the end goal of many comics is a life outside of the printed page, Kickstart has the structure in place to support the extended lives of these projects.

"Not all comics can be movies or television shows," explains Netter. "However, we believe it's great source material for the medium. When we identify great concepts, we focus on making them a successful book series.

KICK-STARTERS

Wild!

Mirror Mirror



Heavy Water

Hero Complex

ALSO

Be on the lookout for:

Books can evolve and allow the creator to refine the storyline and develop the characters in an organic way. If done correctly, the book will lead to a movie or TV series. If we have done our job by allowing the brand to develop independently as a graphic novel, then the brand should be able to be monetized in multiple ways, be it a movie, TV series, toy, or apparel line.

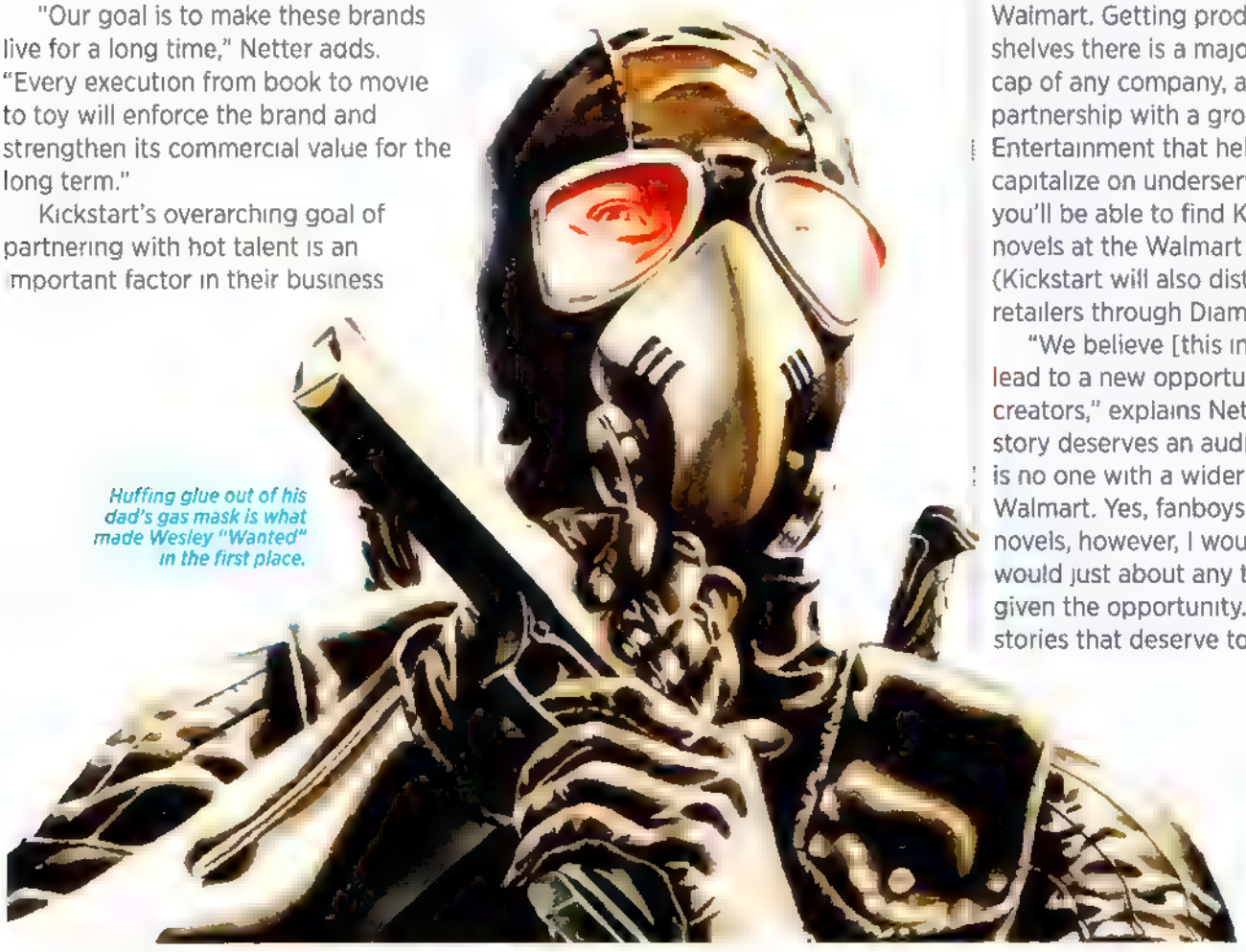
"Our goal is to make these brands live for a long time," Netter adds. "Every execution from book to movie to toy will enforce the brand and strengthen its commercial value for the long term."

Kickstart's overarching goal of partnering with hot talent is an important factor in their business model. "Over the years, we have had the good fortune to work with some of the most talented creators in the business, including Jimmy Palmiotti," recalls Netter. "That experience convinced us there was a better model, which at its core is based on a partnership directly with the talent."

By allowing for artistic freedom first, Kickstart paves the way for writers and artists to develop stories they want to create; their previous releases have met with great praise. (MTV called Palmiotti's *Random Acts of Violence* "brilliant.")

Another factor that sets Kickstart apart from other publishers, even some of the big names, is a distribution deal with the omnipresent retail giant Walmart. Getting product on the shelves there is a major feather in the cap of any company, and through a partnership with a group called ARC Entertainment that helps retailers capitalize on underserved markets, you'll be able to find Kickstart graphic novels at the Walmart down the block. (Kickstart will also distribute to comic retailers through Diamond.)

"We believe [this initiative] will lead to a new opportunity for content creators," explains Netter. "Every great story deserves an audience and there is no one with a wider audience than Walmart. Yes, fanboys love graphic novels, however, I would argue so would just about any teen boy or girl if given the opportunity. These are great stories that deserve to be read."



Huffing glue out of his dad's gas mask is what made Wesley "Wanted" in the first place.

KICKSTART'S PRODUCTION NOTES

Besides its planned comic releases, Kickstart Productions has numerous irons in the fire as to potential TV and film projects. Classic comic properties are currently in development from Kickstart, including film versions of Garth Ennis' *Preacher*, *Crossed* and *The Boys* (with "Anchorman" director Adam McKay tapped to direct the latter); a sequel to Mark Millar's *Wanted*, John Arcudi's *Major Bummer*, Adam Beechen's *Hench* (starring "Eastbound and Down's" Danny McBride), and a live-action version of the classic anime "Robotech." Television projects include Alex Grecian's *Proof* (with Samuel L. Jackson as the voice of the titlular Bigfoot), Max Allan Collins's *Ms. Tree*, and an animated "The Pro" by Amanda Conner, Garth Ennisnd Jimmy Palmiotti. EK

ART AT

A round of shots from the Wizard World Big Apple Drink & Draw event

BY THE WIZARD STAFF

Like George Thorogood sang, "One shot ain't enough, Jack; you better make it three."

At the recent Wizard World Big Apple Drink & Draw fundraiser for the HERO Initiative, a gold-ribbon panel of judges bellied up to the bar to help the not-for-profit comics organization raise money for comic book creators in financial need. After much drinking and drawing, the judges finally made their last call and awarded Kenly Dillard the grand prize for his Superman/Lois Lane piece, while Richard Rodriguez (Nightwing) and Chris Anderson (Nova vs. Thanos) were named runner-ups. As an added eye candy treat, we've included some pieces done by the comic pros who participated in the event, including Guy Dorian's Deadman and Mike McKone's rendition of the Joker! Special thanks to those guys, as well as Shane Davis, Herb Trimpe and everyone who participated!

Nightwing gets a late night booty call, courtesy of Richard Rodriguez

AGED 233 ISSUES
DRINK
AND
DRAW
Bottled under no government supervision whatsoever
Age and purity guaranteed by nobody so who knows what the hell you're drinking.

TACK

Mike McKone's Joker dances a murderous jig

Nova takes a poke at Thanos in this piece by Chris Anderson

Guy Dorian's haunting Deadman

Superman goes to great lengths for a peek up Lois Lane's skirt, in this grand prize drawing by Kenly Dillard

Warner Bros. took flight in a single bound with the recent announcement that Zack Snyder would direct the next installment in its Superman film franchise. Snyder, a fan favorite for "300" and "Watchmen," looks to shake off the dust of the past and set up a whole new reboot for the Man of Steel. As the helpful bunch we are, *Wizard* came up with our own main players for the film. You're welcome, Zack. **JAMES WALKER**

CASTING CALL

SUPER

We take flight with Zack Snyder's

Clark Kent/Superman: Matthew Bomer
Once attached to Brett Ratner's scuttled Superman project, Bomer has the chiseled jaw and steely look necessary for the Last Son of Krypton. Heck, on USA's "White Collar," Bomer's eyes actually twinkle. They *twinkle*!

Lois Lane: Rashida Jones
Smart, sassy, competent—Lois Lane gives as good as she gets, and looks smokin' hot doin' it. Often the only sane voice on "Parks and Recreation," Jones displays both the tenacity and the looks of a signature Lois Lane

Perry White: Hugh Laurie
Great Caesar's Ghost! Laurie, once attached to play White in "Superman Returns," has been raging at his staff for years on "House." Time to replace that stethoscope with a red pen and get to work at the Planet!

Brainiac: Simon Pegg
We'd love to see famous fanboy Pegg ("Star Trek," "Hot Fuzz") tap into the same malevolence he used as "Doctor Who" villain The Editor to match wits with Superman as alien overlord Brainiac.

Zod: Gerard Butler
Butler and Snyder have history. Get it? 'Cause "300" took place in the past. Anyway, the gruff, booming voice of Butler would be perfect for yelling, "Kneel before Zod!"

Jimmy Olsen: Clark Duke
With hilarious turns in "Kick-Ass" and "Hot Tub Time Machine," the bespectacled Duke is a ginger makeover away from filling out Olsen's signal-watch band

MAN

new Man of Steel project

Lex Luthor: Jon Hamm
He's been there before: Check out Hamm's hilarious Luthor viral video on **FunnyOrDie.com** if you don't think the "Mad Men" star can pull off the part of Superman's main nemesis.

24-four hour period that gave us the Zack Snyder/Superman announcement, word came down that David Kelley ("Boston Legal") was prepping a small screen version of "Wonder Woman" to shop to the networks. We snuggled up on the casting couch and gave our favorite Amazon a whirl.

Wonder Woman: Michelle Ryan
She kicked butt on the short-lived "Bionic Woman," and the Brit beauty dazzled on BBC's "Jekyll." With that mix of looks and skills, she gets our vote to carry the magic lasso.

Hippolyta: Lynda Carter
Kind of a no-brainer here. Looking for someone to play the Golden Age Wonder Woman? Look no further than the '70s television Diana Prince, the still-glorious Lynda Carter.

Steve Trevor: Nathan Fillion
Viewers of DC's direct-to-DVD "Wonder Woman" caught Fillion's vocal work as Trevor. Plus, he's got the square jaw and military swagger to play Diana's Army love gun.

Cheetah: Alyson Michalka
Hellcats. Cheetah. What do you need, a roadmap? Squeeze the sexy young starlet into the cheetah skins and you've got us tuning in every week for sure. JW

LAUNCH

WIDOWMAKER #1 (MARVEL)
A mysterious, all-new Renin makes the scene to hunt down the world's super-spies, and Mockingbird and Black Widow are both on the hit list. Who's gonna step up and protect these femme fatales from their would-be assassin? The Avenging Archer who scored a bullseye with both of 'em: Hawkeye! **DEC. 8 | $3.99**

CONAN: THE ROAD OF KINGS #1
DEC. 8

LEGION OF SUPER-HEROES ANNUAL #1
DEC. 8 | $4.99

LET ME IN: CROSSROADS #1 (DARK HORSE)
Wanna know how creepy little vamp Abby sucked her way to stardom in "Let Me In"? Check out this spine-tingling prequel miniseries that finds her and her caretaker gnashing teeth with greedy businessmen trying to steal their home. Damn foreclosure fiends!
DEC. 8 | $3.99

MARINEMAN #1
DEC. 8 | $3.99

I PAD

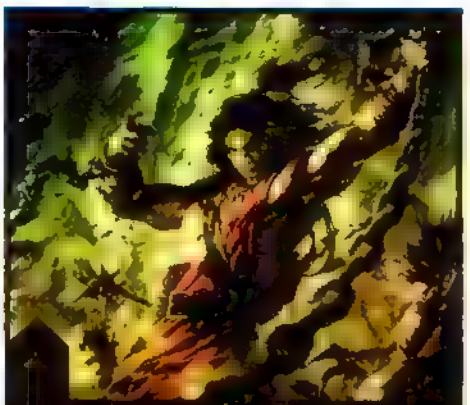
Unwrap these graphic gifts arriving in December

LARFLEEZE CHRISTMAS SPECIAL #1 (DC COMICS)
Geoff Johns continues his holiday comics tradition with this GL-related one-shot spotlighting Agent Orange, aka Larfleeze, the Orange Lantern who covets everything in the cosmos—including Santa Claus?!? Sounds like someone's angling for the "naughty list"... **DEC. 22 | $3.99**

WOLVERINE: THE BEST THERE IS #1 (MARVEL)

ULTIMATE COMICS DOOM #1 (MARVEL)
From Brian Michael Bendis (*Ultimate Mystery, Ultimate Enemy* and *Ultimate Comics Ultimate Frisbee*): The Ultimate Universe is screwed, and Nick Fury puts together the most badass Ultimate black ops team ever assembled (this week) to unscrew it. The payoff will surely be... wait for it...ultimate. **DEC. 22 | $3.99**

JOHN BYRNE'S NEXT MEN #1 (IDW)
Iconic writer/artist John Byrne (*Steel*) resurrects his futuristic hybrid [illegible] readers. What new enemies will they battle, and what new conspiracies will they uncover? Read the book and find [illegible]
DECEMBER | $3.99



MIGHTY SAMSON #1 (DARK HORSE)
Jim Shooter goes back to the Gold Key/Valiant well for a big bucket of Mighty Samson! Set centuries after a devastating apocalypse has ruined the Earth, this take sees the warrior Samson come to prominence amid the wasteland to defend N'Yark from the hordes of Jerz. (No sword necessary; just raise the bridge tolls.) **DEC. 15 | $3.50**

PULLIST

THE COMICS AND CREATORS ON OUR RADAR THIS MONTH

BLACK PANTHER: THE MAN WITHOUT FEAR #613

(MARVEL) DEC. 8 | $3.99

On the surface, it doesn't make much sense: Matt Murdock's no longer the Man Without Fear? In the wake of *Shadowland*, the Black Panther—aka T'Challa, current exiled king of African super-nation Wakanda—has taken up the role as protector of Hell's Kitchen. But never mind how we arrived at this point; let's focus on why you should care about what's coming up.

A-LIST AUTHOR

Welcome aboard best-selling and Edgar Award-winning author David Liss (*The Devil's Company, The Ethical Assassin*). Liss has honed his craft penning nail-biting historical mysteries, so look for more of the "devil" in the details as he creates a brand new status quo for the Panther: new identity, modus operandi and villains—such as Vlad the Impaler (and we don't mean that cape-wearing Eurotrash).

BACK IN THE SADDLE

Francesco Francavilla abandons his classically inspired style from *Lone Ranger* to opt for grittier, animation-inspired visuals that look like the cat's meow from where we're standing. In Marvel's preview pages (above), Panther's going all Bruce Timm-Batman on a bunch of gunmen during a shootout! We're sold.

PANTHER'S PUNCH

In the several aborted series to his credit, Black Panther often became too mired in political rhetoric and international intrigue. This streamlined approach—the Panther's a low-tech vigilante in NYC's murky underbelly—should bring the drama down to a street level that's more relatable, without skimping on action.

THE WIZARD STAFF

ARTIST TO WATCH

JAE LEE

Boasting one of the most distinctive art styles around, Jae Lee (*Inhumans, Sentry*) normally finds himself drawing darker, literary fare such as the *Stephen King: Dark Tower* spinoff comics. So when the artist comes out with five superhero-centric covers in the same month, we stand up and take notice—mainly because we like having our eye sockets jolted. **TWS**

DEADPOOL PULP #4 (MARVEL) DEC. 15 | $3.99
WIDOWMAKER #1 & #2 (MARVEL) DEC. 8 & 22 | $3.99
WOLVERINE #4 (MARVEL) DEC. 1 | $3.99
HEROIC AGE: X-MEN #1 (MARVEL) DEC. 29 | $3.99

WOLVERINE #4

DEADPOOL PULP #4

CHARACTER TO WATCH

THE GHOST

This spectral corporate saboteur first took on Iron Man during the Dave Michelinie-Bob Layton heydays, but recently rose to prominence during Norman Osborn's "Dark Reign." One of Marvel's consistently best villains since his summoning, the mysterious Ghost finally gets busted in *Thunderbolts* #151 (Dec. 15) when team headshrinker Moonstone tries to analyze the obsessive corporate raider. What about the Ghost's mysterious past could halt the Juggernaut in his tracks and freeze Man-Thing's blood in fear? That's what we call a "Ghost Story." TWS

WIZARD'S PICKS

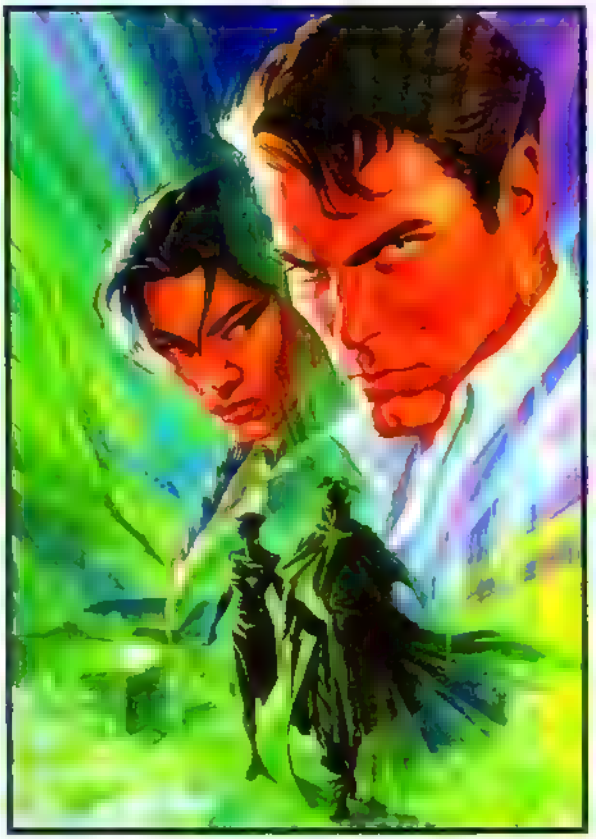
BY THE WIZARD STAFF

TRADE SHOW

Must-have collections and graphic novels coming your way

KEVIN SMITH SPOTLIGHT!

Kevin Smith explores Batman's "blue period" in the page of The Widening Gyre.



A dozen years ago, Kevin Smith was the shiz when it came to celebrity comic scribes.

The fanboy filmmaker first generated buzz with nerd nation thanks to his pop culture-skewering indie movies "Clerks," "Chasing Amy" and "Mallrats," which featured heavy references to comics, Star Wars and all things geek. It was a natural evolution for Smith to make his own move to comics, spinning off "Clerks" and movie mainstays Jay and Silent Bob (who the director played) into Oni Press publications. From there, Smith enjoyed a best-selling but delay-plagued run on *Daredevil* with artists Joe Quesada and Jimmy Palmiotti—a 1999 launch that helped kick off the Marvel Knights line—before he segued into a successful *Green Arrow* relaunch with Phil Hester at DC that lasted 15 issues, noteworthy for introducing the HIV-positive Mia Dearden as the Emerald Archer's new sidekick, Speedy.

If only that nickname could have applied to Smith's follow-up work—2002 took a disastrous turn with two of his Marvel launches that year: *Spider-Man/Black Cat* and *Daredevil: The Target*. The former took *FOUR YEARS* to eventually complete; fans are still waiting for the conclusion to *DD: TT*. (Smith and Marvel have announced there are no plans to wrap it up.) Smith's profile took a dip with fans and angry retailers, and aside from the three-part *Batman: Cacophony* with artist-pal Walt Flanagan in 2008-09, Smith

ATLAS & GORILLA MAN
(MARVEL COMICS)
Gone but not forgotten: Jeff Parker's quirky crusaders get a solid sendoff in this pair of titanic trades. *Gorilla Man* (**Dec. 15, $19.99**) is a rip-roaring origin story spotlighting soldier-of-fortune-turned-super-simian Ken Hale (aka the eponymous Gorilla Man) that's replete with lost civilizations, gun-toting mercenaries and volcano-worshipping death cults. It's no less weird in *Atlas: Return of the Three-Dimensional Man* (**Jan. 12, $16.99**) as Jimmy Woo and his '50s-era avengers team up with 3-D Man to stop invading aliens from another dimension. Comics don't get kookier or swing harder than Parker's *Atlas* offerings, shrug a few these goodies on your shoulders today.

THE GUILD (DARK HORSE)
Reminiscent of Alex Robinson's Box Office Poison but with a sword-and-sorcery meets social networking slant, Felicia Day and Jim Rugg craft a sweet, melancholy but ultimately uplifting tale starring Cyd, a shy, dreamy fangirl caught in a bad romance who finds empowerment thanks to the friends she knows only as avatars in an online fantasy MMORPG. **DEC. 7, $12.99**

stuck to movies, college tours and Smodcasts.

However, 2010 saw Smith return with a pair of high-profile launches featuring iconic comic characters: ***Batman: The Widening Gyre*** **(Dec. 14, $19.99), once again with Flanagan, and a scuttled feature film script of "Green Hornet" (Vol. 1 on sale now, $24.99: Vol. 2 on sale Jan. 11, $24.99) published by Dynamite Entertainment as envisioned by Hester and Jonathan Lau (*Battlestar Galactica: Origins*).**

Gyre **makes for a readable Bat-spin, the perfect pick for a casual reader or fanboy fanatic who might be weary of the current Grant Morrison-inspired caped crusading. Former flame Silver St. Cloud swoops back into Bruce Wayne's belfry, at the same time a new costumed vigilante called Baphomet comes calling for some team-up action. Smith's Gotham travelogue hits all the high points—an Arkham breakout, an exorcism of Etrigan, a cannibal psychic, the JLA Watchtower—but comes with a sexier, more sophisticated edge (to undo his Bat-belt, Poison Ivy gets the Dark Knight stoned on THC) and some really wondrous splash pages crafted by Flanagan.**

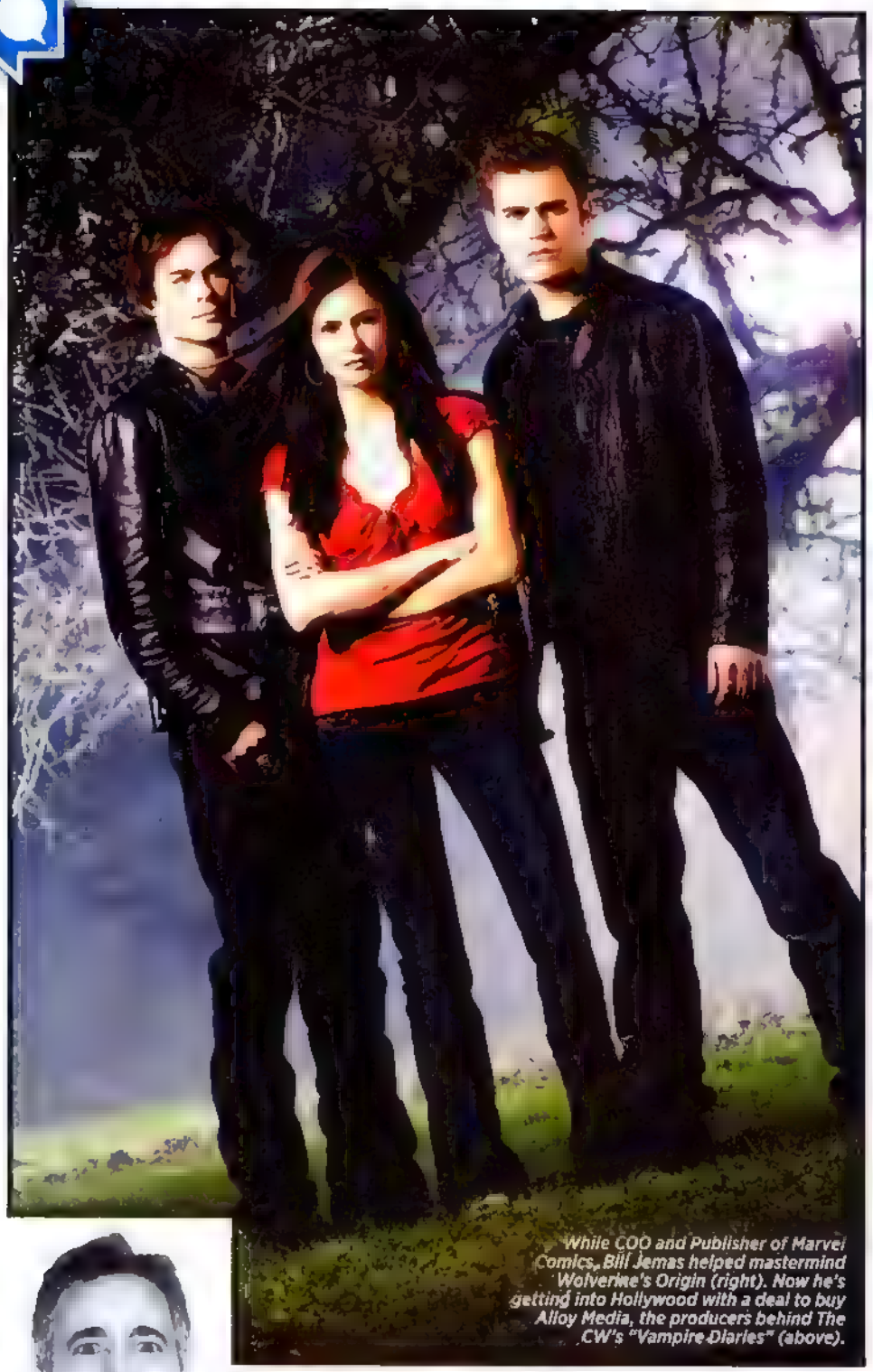
Green Hornet **however, fails to match the sting of Smith's Bat-tale. It comes packed with cookie cutter Hollywood clichés: reboot origin (hot-headed offspring inherits mantle of slain vigilante), ties to the original property (Kato's still kicking to train Britt Reid Jr.) and switcheroo sex change of a major character (the new Kato's a lady).**

Smith's usual gift for deft dialogue gets lost in the mail here—stoner mechanic Clutch tells the Hornet, "I put the booty in the Black Beauty"—while vaguely misogynist and overtly racist comments pass as comedy (Kato's routinely called a bitch; insert your favorite Asian stereotypes here). Lau's Japanimation-inspired art adds a unique visual flair in the high-kicking action sequences, but falters in storytelling during the character-driven drama.

Smith scores a win with the *Widening Gyre* thanks to his love of Bat-lore, but too much pop over pulp turns *Green Hornet* into just another drone.

ANDY SERWIN

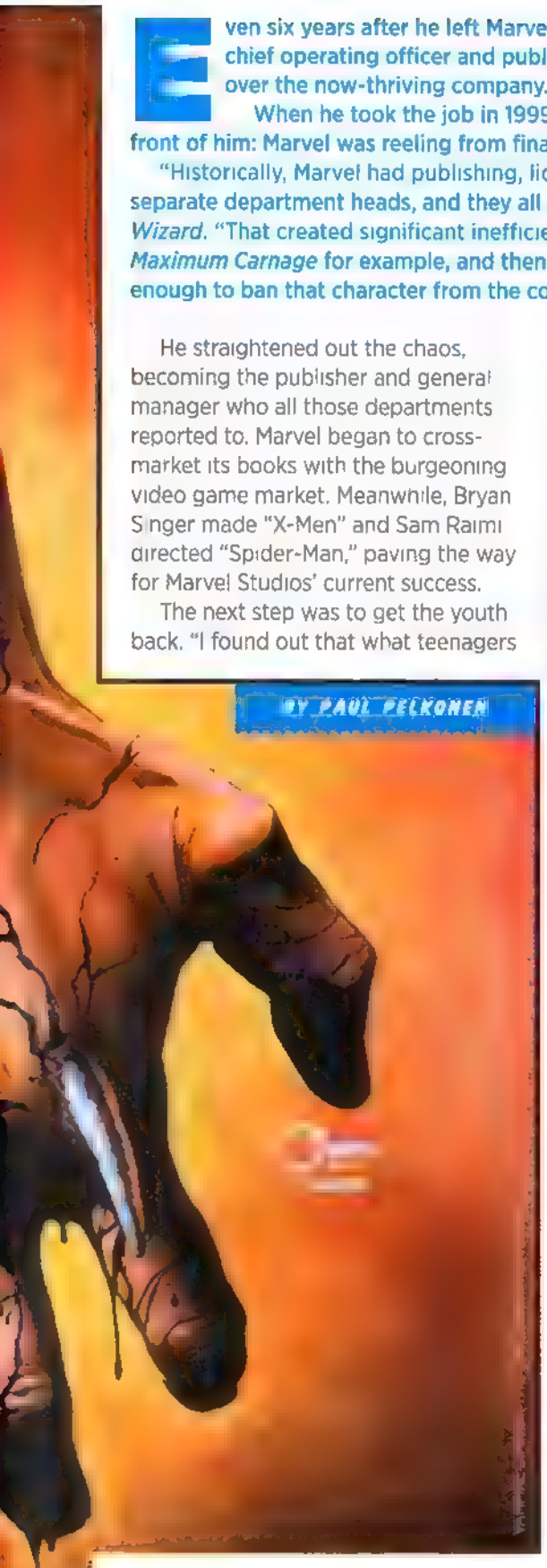
BEST SELLERS
HARDCOVERS
TRADE PAPERBACKS
1. THE EXILE: AN OUTLANDER GRAPHIC NOVEL
1. ODD IS ON OUR SIDE
1. THE ADVENTURES OF OOK AND GLUK
1. SCOTT PILGRIM: PRECIOUS LITTLE LIFE
1. AMERICAN VAMPIRE, VOL. 1
1. SCOTT PILGRIM VS. THE WORLD
the Outfit
1. SCOTT PILGRIM: GETS IT TOGETHER
1. SCOTT PILGRIM VS. THE UNIVERSE



While COO and Publisher of Marvel Comics, Bill Jemas helped mastermind Wolverine's Origin (right). Now he's getting into Hollywood with a deal to buy Alloy Media, the producers behind The CW's "Vampire Diaries" (above).

BILL JEMAS: AN INDUSTRY MARVEL

Former House of Ideas publisher blazing a trail in mass media



BY PAUL PELKONEN

Even six years after he left Marvel Comics to pursue other projects, former chief operating officer and publisher Bill Jemas' fingerprints are still all over the now-thriving company.

When he took the job in 1999, however, Jemas had a heroic task in front of him: Marvel was reeling from financial and creative bankruptcy.

"Historically, Marvel had publishing, licensing and new media reporting to three separate department heads, and they all reported to a figurehead," Jemas tells *Wizard*. "That created significant inefficiencies. We'd create a new video game, *Maximum Carnage* for example, and then the comic book guys would be nice enough to ban that character from the comic book."

He straightened out the chaos, becoming the publisher and general manager who all those departments reported to. Marvel began to cross-market its books with the burgeoning video game market. Meanwhile, Bryan Singer made "X-Men" and Sam Raimi directed "Spider-Man," paving the way for Marvel Studios' current success.

The next step was to get the youth back. "I found out that what teenagers like to read are stories about teenagers," Jemas says. "I visited with industry consultants, made rounds of phone calls, and we talked about the industry's need for teenagers as an audience. We announced the Ultimate Universe, which more or less turned the Marvel characters back into teenagers."

The creation of the Ultimate Universe made cognoscenti worry that it would be another colossal flop like the 1996 storyline *Heroes Reborn*. But as Jemas notes, "Unlike *Heroes Reborn*, it didn't suck. For the most part, for every thousand comic books that Marvel publishes, somewhere between 900 and 990 suck. And by 'suck,' I mean they do not appeal to the broader mass audience, which matters the most for keeping the company going."

Jemas set about creating properties that didn't "suck" and could be sold in bookstores. Spider-Man was rebooted as a teenager, going to high school and dating Mary Jane, in a brand new universe. The X-Men were kids, joined by an adult Wolverine. The Avengers were re-imagined as the Ultimates, featuring a reactionary Captain America and a black Nick Fury based on Samuel L. Jackson.

"The creative relationship was strategic and then hands-off—and there were times when that just didn't work. At the first brainstorm session that [Editor-in-Chief] Joe [Quesada] hosted at his house, we were trying to figure out what to do with the X-Men franchise. Going around the room, the question became: 'What's the most interesting and important story we haven't told yet?' The answer was: 'The story of the origin of Wolverine.' But then this obstacle emerges: 'We can't tell it.'

"My object was to embolden the company to not be afraid to tell the story of the most courageous character in the Marvel Universe. So, eight months later, there's no story. We can't find a writer who wants to write it. Someone had to step in and force the issue. So I said, 'I'll write the plot.'

"There's lots of people who are good at different things," Jemas explains. "There's editors who keep track of 72 different books. There's story editors. And then there's leaders like Joe Quesada who can capture the essence and spirit of a book in a panel, a cover, a word. What you do as a general manager is have the team install the best possible people and make them work together."

In 2004, Jemas decided to strike out on his own, moving his base of operations to New Jersey and putting his experience to use by founding his own consulting and entertainment licensing business called 360ep Media, whose clients include AOL, Showtime, Smokey the Bear and Woodsy the Owl."

Most recently, Jemas started working with a private equity fund on a deal to purchase Alloy Media, the entertainment company that produced "The Sisterhood of the Traveling Pants" and "The Vampire Diaries." Given his experience at Marvel, Jemas hopes to make the same kind of cross-market magic happen with Alloy's target audience of teenage girls. Jemas understands the difficulty of reaching a mass audience.

"Super high candle-power fanboys love *Watchmen*. But with the Distinguished Competition, there's a steadfast refusal to write a book that a mass-market reader could read," says Jemas. "Then there's the young adults, the Harry Potter readers. But most important are the mainstream book buyers, the John Irving, Stephen King, Scott Turow readers buying books at Costco—our dream at the comic book industry. [At Marvel], we had the most success when we appealed to that audience."

"WHAT YOU DO AS A GENERAL MANAGER IS HAVE THE TEAM INSTALL THE BEST POSSIBLE PEOPLE AND MAKE THEM WORK TOGETHER." —BILL JEMAS

ISN'T IT ICONIC?

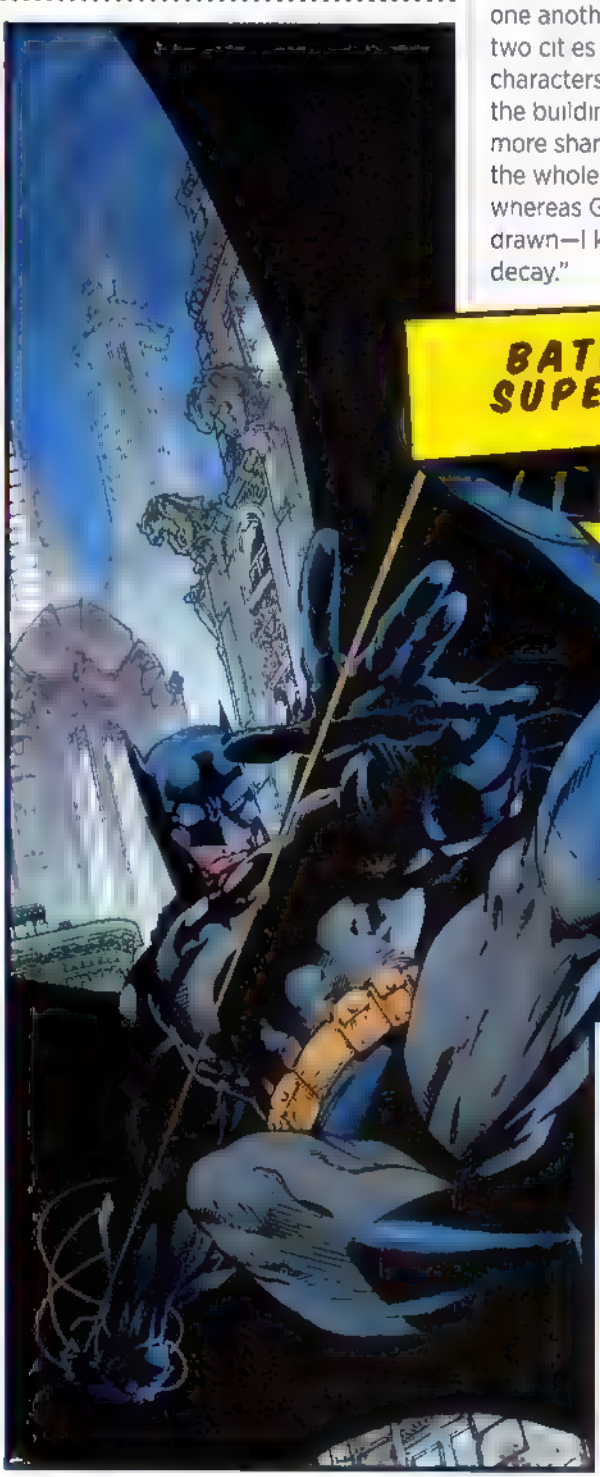
Jim Lee dishes on 10 of his most memorable DC and WildStorm images

BY CASEY SEIJAS

When comic fans hear the name Jim Lee, numerous labels come to mind: superstar artist, DC Comics head honcho or WildStorm founder to name a few. But the folks at Titan Books want you to think of just one label for him: Icon.

In the recently released hardcover art book, *Icons: The DC Comics and WildStorm Art* of Jim Lee ($39.95), fans get treated to a spectacular stroll down Memory Lane paved with some of Lee's most dynamic work, from his early days at WildStorm to his character-defining takes on some of comics' most popular characters.

Wizard spoke with Lee to get the first-person scoop on some of his most, well, iconic work.



"I just did that [Batman] image as a warm-up piece—I hadn't drawn a lot of Batman up to that point, so I actually did a couple of images that I penciled and inked myself, and that was one of them," Lee recalls. "When [DC] went to a second printing [of *Batman* #608], rather than do a whole new image, I said, 'Hey I've got this other image that I did a ways back,' and that one really caught on.

"When I jumped onto *Superman*, because that Batman image was made into a poster, I thought, 'Why not do the flipside of that so that they bookend one another?' I really tried to make the two cities as much in contrast with the characters themselves. In Metropolis, the buildings are more art deco, they're more sharply defined and drawn, and the whole color scheme is different, whereas Gotham is almost crudely drawn—I kinda inked it to show the inner decay."

DC COMICS GOOGLE IMAGE

"That one came out of left field. Google contacted me saying they wanted to do something special for San Diego Comic-Con. They really had broad parameters under which you could create a logo, and I just kind of tied each of the characters into the standard Google colors for each letter. I had a blast doing it. That was a lot of fun, and it got seen by tens of millions of people all around the world, so that was definitely a high point for me."

JUST IMAGINE STAN LEE'S WONDER WOMAN

"That was a real treat. Not a lot of people in comics today can say they worked with Stan [Lee], especially on Wonder Woman. We wanted to convey the original sprit and majesty of the original classics, but still play off a certain subculture, so we added some graphic design elements as well."

SUPERMAN #205

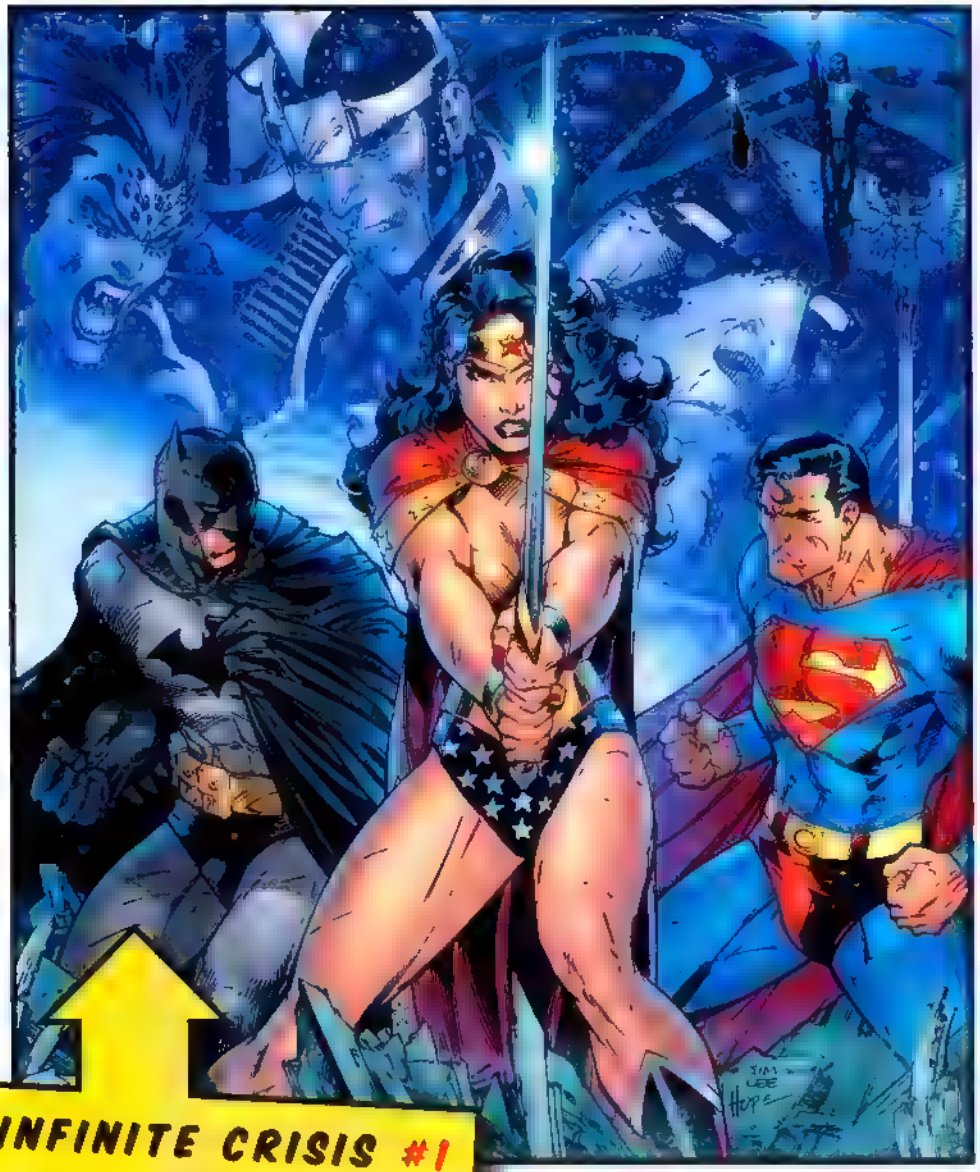
"It's actually very tricky coming up with cover images for Superman. With Batman you can just throw him in the shadows or have him overlook the city and that satisfies that character's status quo like 90 percent of the time. With Superman, you want to convey his invulnerability or sense that he's a 'Super Man.' This was an issue about his intervention in war, so just the idea of just having all of these bullets and things flying at him, and doing it from the perspective of a bullet, was something that I hadn't seen, and that's where that came from."

GREEN LANTERN #151

"I'd been tasked with creating a new costume for Kyle Rayner, so I really wanted to do something which was very clean and simple and highlighted the new costume. He's flying above the city, he's looking like an iconic Kyle Rayner and he's showing off the costume as much as possible."

ALL STAR BATMAN & ROBIN THE BOY WONDER #1

"I wanted to do something that had both characters on it, but spotlighted Robin more so than Batman, so that's why I kinda deliberately silhouetted Batman mostly in black. I also knew they probably wanted to do two covers or a second-printing cover, so I actually drew them on layers, Batman with a background and Robin with a background, so we could composite the two if need be."



INFINITE CRISIS #1

"Obviously the Big Three were the main characters in the series, but everyone typically puts Superman in the middle, and I wanted to do something different where Wonder Woman was in the center. It was really my desire to upset the normal composition you see so often with those three characters and do something different that you hadn't seen with Wonder Woman before. A lot of times when I'm drawing, that's what I'm looking for: I want to show you something new, otherwise you're not gonna care."

WIZARD #155

"I was living in Italy at the time, and Alex [Ross] had sent me the artboard that he preferred, and it's a very thick board. I had to race to make the deadline, I didn't have a car, and I had to get to DHL, so I had to borrow a friend's bicycle. I just remember bicycling down the ancient medieval city street with this huge board. It's starting to fly out of my hand as I'm racing down the street on my bicycle to make my deadline. It got there in one piece, but now that I think about it, it was actually kind of dangerous."

WILDCATS VOL. 4 #1

"Grifter's one of my favorite Wildcats to draw. I actually took a photograph of a person holding a gun, and I warped it in Photoshop, sort of extending it with a fish eye. Grant [Morrison] really wanted to do a four-color, very pop-y looking color scheme to that issue: bright and saturated, super-intense. I discussed that with [colorist] Alex Sinclair, and we tried to really combine a lot of that palette with a dot matrix kind of feel to the background to make it look as pop-art from the '60s as possible."

GEN ACTIVE #4

"When I was a kid, I was really into military hardware in general. I just wanted to do an image of some real hardware, and the idea is Deathblow and his M-60 machine gun victorious over a tank—that's the [symbolism] there. When you're putting a cover together, it's not just about drawing something nice or something that looks cool, it's about conveying a little mini-story and using the characters as symbols."

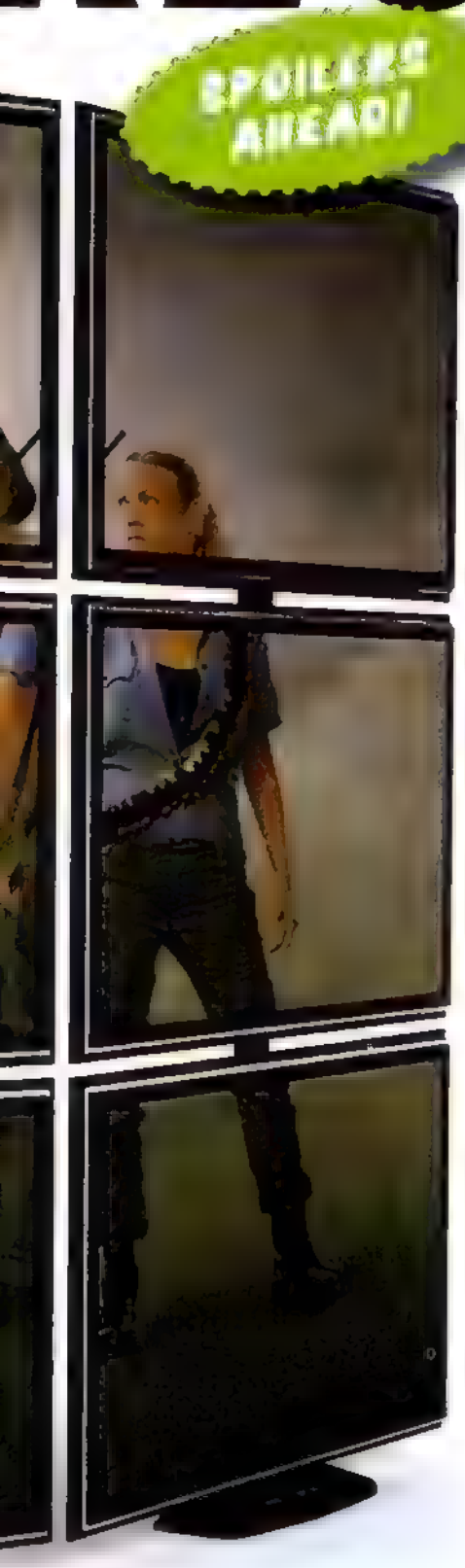
BEST OF TV

Robert Kirkman reveals secrets behind

'DEAD'

Wizard's Best TV Show of the Year, 'The Walking Dead'

RECKONING



When we first heard that director Frank Darabont ("The Shawshank Redemption," "The Mist") was adapting Robert Kirkman's *The Walking Dead* into a TV series on AMC, we got some serious chills.

But then we got a little worried: What if, despite the best intentions and a boatload of behind-the-scenes talent, it got screwed up? Slowly, inexorably, like the shambling undead that feature in the comic, photos and trailers trickled out, and our cautious expectations heightened.

Then, finally, Halloween arrived. We sat back with some candy and watched—and we were blown away. "Walking Dead" is without a doubt our TV show of the year. And we are honored to have Kirkman, also an executive producer on the show (and scriptwriter of episode four), share with us his commentary on the already-classic episodes that have aired. DANNY SPIEGEL

"Survivor" of the Justin Bieber riots of 2011.

OTHER EPISODES AND MORE!

THE LITTLEST ZOMBIE

"The little girl zombie [played by Addy Miller, **right**] was like 8-years-old, but she was a little trooper," recalls Kirkman. "She had a prosthetic in her mouth that held her gums open like that. It was a mouthpiece that stretched her lips around it so that it looked like it was all ripped open. And she kept that thing on in between takes. [Special Effects Makeup Designer] Greg Nicotero was explaining that those things are really uncomfortable, so he would try to tell her to take it out but she wanted to stay in character. She refused to take it out. And she said she'd been killed on screen four times already, and she told someone that she preferred darker roles. I'm serious, that's the actual quote. 'I prefer the darker roles.'"

THE SAGA OF MORGAN JONES

"That's one of those things where I feel kind of embarrassed when I see the television show, because Frank was able to take something that I did in the comic book and expand it and make it a lot better. It really is the emotional core of the pilot episode, him not being able to shoot his wife. And I think that's the point when people are invested in the show. My wife, God love her, she's not into comics—and that's one of the things I love about her—but she loves the television show. And it was Morgan's emotional exchange with his dead wife and everything in that scene that really sold her on the show."

APOCALYPTIC ATLANTA

"I was there for location scouting of that particular shot. I actually tweeted a picture that I took from that exact angle where we were standing on that bridge, looking at the city. There's an overpass that goes over that interstate that they were on and you see that shot of the city. They filmed that landscape, and closed down another highway where they shot Andrew Lincoln and put him in with all the broken down cars and digitally messed up the city and put that wrecked train in. It's a company called Stargate that does all the digital effects for the show. It's kinda remarkable."

"Hey brother, can you spare a medulla oblongata?" Zombie hobos are always hittin' you up for spare brains.

THE HORSE GOES DOWN
"The scene where the horse is getting pulled apart was hilarious on set just because Greg Nicotero had a little seminar around the dummy horse while he was filling it full of guts and blood and stuff. He was telling [the zombie extras] how to reach in and pull the guts out and what to do with the guts once they pulled them out. That scene comes off really well because it's zombies fighting over guts that they wanna eat, but in real life it's extras fighting over the chance to be on screen chewing the guts."

SOUND BYTES

SHANE AND LORI GO AT IT
"I know that they had to tone down that scene quite a bit after it was shot. The dailies are pretty crazy. I believe I've seen John Bernthal's ass, that was in the dailies and that didn't make it into the show. But it was kinda weird for me just because I know Sarah Wayne Callies and John Bernthal. These are people I've had conversations with. I know they're not a couple, but not ever working in television before and not ever experiencing something like this, it's weird seeing people kinda go at it like that. But that's acting, ya know?"

CROWS AND RATS
"I know that Michelle MacLaren, who directed that episode, is deathly afraid of rats. And they had to film those scenes in that sewer tunnel where there are rats all over the place. And I could identify with her just because I'm deathly afraid of birds. I consider it completely rational, but other people consider it an irrational fear of birds. Even small birds terrify me, and there were those giant g--damn crows that they would bring on the set for the pilot that were eating the soldier on the tank. I swear those things had to weigh like 80 pounds."

ESCAPING THE ZOMBIE HORDES
"It's kinda cool that we got to do a trapped-in-a-building story very early on in the show because that's kind of a staple of zombie stories. I like the way that Frank changed it up [by having] Rick do his thing to figure out how to get them out. It makes Rick seem like a smart guy who has a plan. And the escape from the building is really intense. It's cool to be able to watch the two episodes and just see how different they are. The first episode is so quiet and subtle and has a very deliberate pace where you just plod along and it's all about emotion and everything. And then the second episode has a frantic pace which is a neat juxtaposition between the two episodes that I think will show people that there's a lot that can be done with this show. Every episode can be different in some way."

FRAME GAME

THE REUNION OF RICK AND LORI AND CARL
"One of the best parts is

PERFECTLY FRANK: DARABONT'S FAVORITE SCENE

[redacted]

the reunion of Rick and Lori and Carl. Andrew Lincoln and Sarah Wayne Callies and Chandler Riggs just do an amazing job with it. It happens in the comic, [but] it's a little bit different here It's a different staging and it's a whole group returning, instead of just Rick and Glenn, and the camp set-up is a little different. But the actors just do a really superb job of handling that scene. It's another one of those moments where I was kinda like, 'Wow, there's my comic book being turned into a television show.' It's just one of those key moments that stands out in my mind. It's a really emotional scene. Maybe I teared up a little; whatever, I'll admit it."

SHANE BEATS UP ED

"Carol's husband is dead in the comic book, but in the television show he's still alive and kind of abusive. I think that when Shane beats him up, you see the darker side of Shane for the first time in the show, and it's kind of a cool thing to start to see the cracks forming in the character. And, ya know, it's pivotal. [You also see] Shane interacting with Carl and they're catching frogs and that's really cool, and to see him go from that to what he does, seeing him snap like that, it's kind of a cool indication of how things eventually go in the comic book and how those seeds are being planted on the television show."

AMY GETS BITTEN

"Amy dies, and it was cool getting to write that scene again. There is actual dialogue from the comic book, and the scene does play out largely like it does in the comic book series. It was cool seeing Greg Nicotero, made up as the zombie, kill her Greg likes to say that he's the only one who knows how to do these specific things and that it's best for him to be made up But that guy just likes being on camera. The KMB guys, they know. They just humor him. 'Okay, I guess we're making you up as a zombie again.' He's a zombie three different times in the six episodes. But he's some of the best stuff. He is very good at it, I will say."

BEST RETURNING SERIES

➥ **Zeppelins are the only way to get around Manhattan during rush hour.**

➥ **"Indiana Jones and the Hex of the Hydra" MUST be better than the P.O.S. "Kingdom of the Crystal Skull."**

➥ **The other Olivia. Gentlemen prefer blondes; luckily, there's no gentlemen on the *Wizard* staff.[2] We like our Olivia (Anna Torv) with red hair and a nasty streak. ETHAN SACKS**

The best show on TV isn't "The Walking Dead." It's "Doctor Who"! This show's got it all: time travel, killer aliens, hot redheads and more mind-bending sci-fi than you can shake a sonic screwdriver at. Series Five of the regenerated BBC mainstay finds a new Doctor (Matt Smith) struggling in his new body and solving a season-long mystery that threatens the very fabric of time itself. With incredible writing and nary a slow episode in the bunch, this new "Who" will make you eschew apples to keep the Doctor anywhere else but "away." JAMES WALKER

WALKING DEAD AMC FRINGE FOX DOCTOR WHO BBC

BEST OF MOVIES

This rotating hallway scene from "Inception" reminds us of the last time we drank Jägermeister.

BEST MOVIE!

INCEPTION

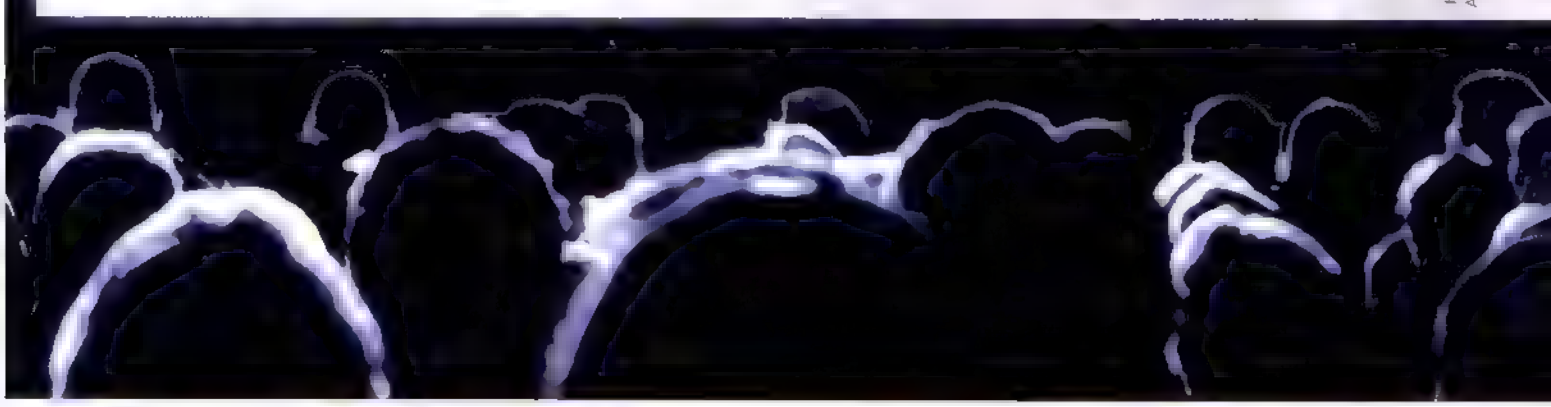
It may have been a dream sequence in the script, but the fight scene in the rotating hotel hallway kept "Inception" Special Effects Supervisor Chris Corbould up at night.

Director Christopher Nolan's dream project follows Dom Cobb's (Leonardo DiCaprio) crew as they traverse their marks' sleeping minds to extract industrial secrets. But it all goes south after Cobb accepts the suicide mission of planting an idea—the titular inception—that requires a dream-within-a-dream-within-a-dream con. In one substratum of the dreamscape, his point man, Arthur (Joseph Gordon-Levitt), is left alone to guard his slumbering teammates in a gravity-defying fight that spills into a corridor spinning out of control as the fabricated reality crumbles around them.

Sounds great on the script page, but Corbould lives in the real world where his crew would have just four months to create a spinning set on a scale never attempted before. But the breathtaking results helped make "Inception" *Wizard's* movie of the year.

"It took a while to get the fight sequence realistic," Corbould tells *Wizard* by phone during filming of "X-Men: First Class," in London. "You're concentrating on so many things: the fight, the actor's performance, their safety. It took about three weeks of training with Joseph Gordon-Levitt to find that compromise where you were able to get performances out of that."

Step one, however, was for Corbould and Production Designer Guy Hendrix Dyas to build a set that actually worked. The corridor, which took 100 people to build, spanned one third the length of a football field, held in



FIGHT SCENE OF THE YEAR

HIT-GIRL IN "KICK ASS"

Aw, isn't she precocious: As the pint-sized vigilante Hit-Girl, tween actress Chloe Moretz stole the show in "Kick Ass," in a scene where she butchers a legion of mobsters while dropping F-bombs like grenades.

While most kids her age—11 when the movie was filmed—were studying English and math, Moretz told *Wizard* earlier this year that she got a crash course in martial arts from Jackie Chan's stunt crew, studied with UCLA gymnasts and mastered the art of breaking down and reassembling a handgun. "Watching a child dismember a gang of adults using the worst language imaginable [but] coming from the cutest face in the movie, somehow you walk out of the movie still on her side and feeling good about it," says Mark Millar, co-creator of the *Kick-Ass* comic. ES

...spite what the CIA ...ld have us believe, ...rboarding doesn't look all that fun.

place with massive rings 30 feet in diameter.

"The funny thing was you've got a 100-foot corridor, and then coming off that corridor, you have a side corridor," says Corbould. "So one minute you're running along a floor and then when it rotated 90 degrees, all of a sudden you have a 10-, 12-foot drop to where the side corridor was. So it took a lot of concentration for them to carry out the fight without falling into a trap. All of a sudden, they could be dropping off the side of the set."

That was nice and all, but Nolan wanted it to move faster. Powered by two giant electric motors, Corbould's crew got the contraption up to eight revolutions per minute, fast enough to toss around an actor like a pinball.

"I had to be fit enough to pull it off, and I also had to learn to keep my balance and carry out a fight scene while jumping from surface to surface," Gordon-Levitt said in a statement when the movie was released "In order to get it done, I couldn't think of the floor being the floor and the ceiling being the ceiling. I had to think of it like, 'This is the ground. Okay, now this is the ground. And now, this is the ground.'"

The hotel "gags," as Corbould calls them, ranked right up there with the toughest over his 35-year career—including the 18-wheel truck he had to figure out how to flip on a Chicago street the last time he worked with Nolan, on 2008's "The Dark Knight." But the scene wasn't even the biggest challenge Corbould had to face during the making of "Inception."

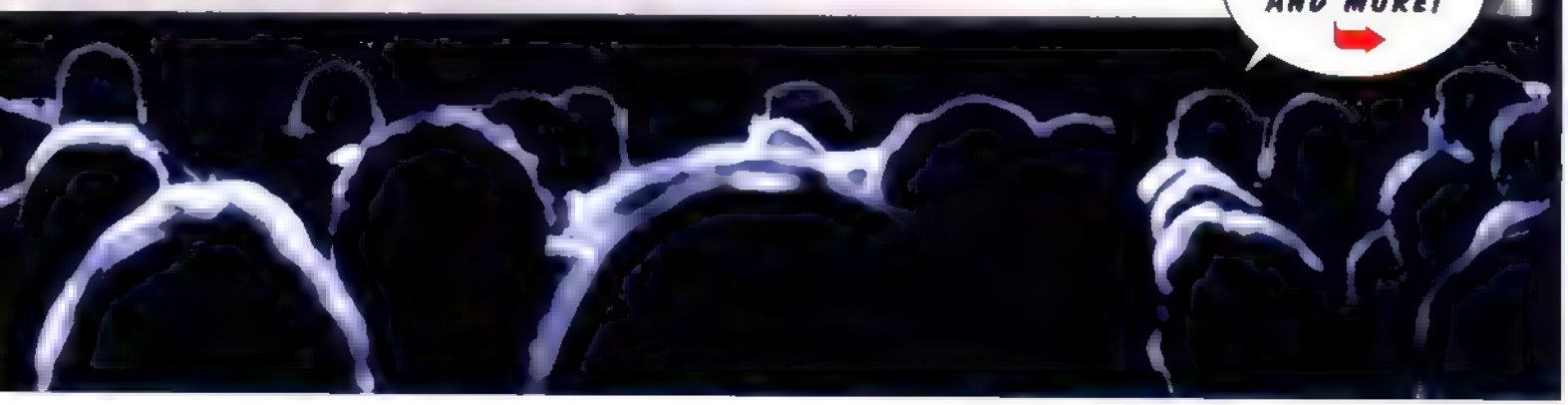
"The Paris explosion scene took a lot of planning," says Corbould. "Chris didn't want an explosion, his instructions to me were, 'I don't want an explosion, I don't even want to call it an explosion. It's an effect within a dream.' And later on, because we were shooting in Paris, the Paris authorities said we don't want to hear any loud noises because it was a major, major residential district in quite a high class part of Paris."

Since DiCaprio and Ellen Page had to sit nonchalantly at a table in the midst of all this chaos, the crew had to make sure the actors wouldn't be injured by flying debris. Twenty painstaking tests later, Corbould hit on the right combination of pressurized nitrogen for the force and soft materials for the debris. Mission accomplished: The talent survived and Nolan got his shot.

"It's always a roller coaster you're on working with Chris [Nolan]," says Corbould, laughing.

ETHAN SACKS

BEST COMIC ADAPTATION AND MORE!



PHENOMENON OF THE YEAR

AVATAR/3-D

James Cameron opened up a Pandora's box this year.

After "Avatar" obliterated box office records, earning $2.8 billion worldwide, movie studio execs opened their eyes wide to 3-D. Maybe a little too wide, as evidenced by the poor mix on "Cash-in of the Titans."

"What we know is that the studios have abused the success of the 3-D marketplace to put crap in the marketplace," Cameron says. "And there's been a consumer backlash against that. But it's not going to hurt 3-D in the long run."

But get used to those glasses: The Harry Potter finale, "Green Hornet," "Sucker Punch," "Thor," "Green Lantern, "Pirates of the Caribbean: On Stranger Tides," and "Captain America: First Avenger" all will boast the extra dimension in 2011. And the Force is so strong with the phenomenon that George Lucas is releasing 3-D versions of the "Star Wars" films starting in 2012. ES

BEST COMIC ADAPTATION!

SCOTT PILGRIM VS. THE WORLD

Though it didn't earn it's rightful high score at the box office, the editorial staff at *Wizard* strongly hopes the film adaptation of Bryan Lee O'Malley's classic slacker comic will get a bonus life now that it's out on DVD and Blu-Ray. Director Edgar Wright weighs in:

WIZARD: Why Scott Pilgrim? How did the comic get on your radar?

WRIGHT: *The first book was pressed into my hands in the summer of 2004 by producers Jared LeBoff and Adam Siegel at a "Shaun of the Dead" screening. They told me it was my next movie and it was right up my alley. They were half right. "Hot Fuzz" was my next movie. But I loved the book.*

What did you think when you first read it? To me, when it first came out, it

wasn't immediately obvious that it could be translated into a movie at all.
My first thought was that Bryan had created an amazing world, half mundane and half fantastical. The central conceit of fighting for love was too irresistible to pass up. I also sympathized with Scott Pilgrim, as when I was that age I would blindly enter into relationships with a naive outlook on life. In terms of making it into a film, the challenge was what attracted me. I thought there had not been a comedy comic book adaptation quite like it.

How did you settle on Michael Cera and Mary Elizabeth Winstead for the leads? How much fight training went in to make them look that good on film?
Both Michael and Mary were among the first people I thought of in the roles, and they both really wanted to do the movie. To me they had the dramatic and comedic chops as well as looking pretty identical to their drawn images. Both of them are strangely close to their counterparts, too. Cera grew up in Toronto, played in garage bands and spent an unhealthy part of his childhood playing Super Mario 3. Winstead traveled a lot as young girl, but was even born in North Carolina like Ramona Flowers. All the cast who had to fight trained for eight weeks in Canada before shooting began with Brad Allan and Peng Xiang, who are disciples of Jackie Chan.

The shoot was in the neighborhood of a year and a half; what was the biggest stumbling block to getting this film made?
The studio brought the project to me, but I still had to sell it back to them, so that was a process of getting the script right and the cast attached, as well as key crew and some of the musical acts. What got us greenlit was a fight test we shot in July 2008. It was a prototype version of the Scott and Patel fight with two stuntmen. We then worked on the effects for four months, showed it Universal and this got us started.

How much did the film influence the ending of O'Malley's Vol. 6 and vice versa, since you were both working on these projects at roughly the same time?
A bit of both. The first draft that me and Michael Bacall did in 2006 was a placeholder in a way to keep the studio interested while I went off to make "Hot Fuzz." We wrote a first draft with only three books having been written. But Bryan had ideas for the entire arc of the six books that we were able to use. Then I think a couple of scenes that we'd written influenced moments in Volumes 4 and 5. By the time we were about to shoot, Bryan was halfway through Volume 6, and this is reflected in the story. Scott coming back to Toronto to find everything different was definitely influenced by Bryan coming back to the city during our shoot.

What's new on the DVD that isn't in the theatrical release?
About 24 hours worth of bonus material. There's a huge amount of supplemental material, music videos, outtakes, animatics, boards, four commentaries, bloopers. And probably 25 minutes of deleted material.

What did the Pilgrim experience teach you going into Marvel's "Ant-Man" movie?
I am just working on a second draft of "Ant-Man," but don't know yet whether it's my next movie. "Scott Pilgrim" taught me an enormous amount technically, and I am very proud of what we achieved with the visuals. I guess one thing I learned from the adaptation process is that you can't please everybody. We tried to put in as much material from the books as we could, but you realize that some people want a verbatim adaptation, which is impractical most of the time. **ES**

"Inception" is a fine film. I think. If I understand it right, it's a lot like "Dreamscape," 'cept Cobra Commander plays Dennis Quaid. Or something. But this is *Wizard Magazine*. How can we not give film of the year to the best comic movie, "Scott Pilgrim"? We must doff our collective hats to Edgar Wright for, if nothing else, giving us a palatable Michael Cera performance. Plus, he perfectly translated the book into a balls-out, kinetic, funny videogame masterpiece. Let's level-up this film to best of the year! Achievement unlocked! JW

WRATH OF

TRON
TRON: LEGACY PROMISES MAJOR UPGRADE
FOR 3-D VERSION OF BELOVED DISNEY CULT CLASSIC

"Biker Boyz" would have been a bigger hit if it had the same awesome CGI as "Tron: Legacy."

The first time Jeff Bridges visited the data stream, the future looked bright.

Extremely bright, because of the huge banks of lights required on the set of 1982's "Tron" to keep the costumes free of shadows. The actors sported ridiculous-looking white outfits featuring circuit lines drawn on them with decidedly low-tech Sharpie markers.

"The first one we shot in 70MM black and white film, and then that [print] was sent to Korea where these ladies hand-tinted all the glow-lines," Bridges tells *Wizard* 29 years later.

His co-star Bruce Boxleitner, Tron himself, remembers traipsing around with a Frisbee taped to his back and wondering how this eerily-lit set was going to pass for a virtual world inside a computer where programmer Kevin Flynn (Bridges) leads a charge to overthrow the evil Master Control program.

"I love telling about this because it seems like the Stone Age," Boxleitner says. "But that was groundbreaking at the moment, because we said, 'Are you sure this is going to work?' And [writer-director Steven Lisberger] said, 'Don't worry, there's this thing, this 'computer animation' that's going to happen, and it's going to make it all work."

It did. But moviegoers in 1982 weren't completely ready for all that new-fangled "computer animation." Grossing $33 million, "Tron" didn't make it into the same galaxy as "Star Wars." Audiences didn't seem to fully grasp the concepts of virtual avatars and social networks—after all, Al Gore hadn't completely invented the Internet yet.

Fast-forward three decades and the franchise is getting a hell of an upgrade. Disney's "Tron: Legacy" hits theaters on Dec. 17 in eye-popping 3-D. New director Joseph Kosinksi has made everything about the long-awaited sequel look grander than the original: The 2.0 Light Cycles are light years ahead of the originals; the Recognizers are now so advanced, they're barely recognizable, and the disc battles to the death end with a loser shattering into millions of pixel-like cubes instead of a lame blip. But the filmmakers didn't want to completely rewrite the source code.

"[The original] came out two years before I was born, but it was always a part of the culture," said 26-year Olivia Wilde, who stars as the mysterious Quorra, Kevin Flynn's protégé, at the San Diego Comic-Con in July. "It was a cool retro thing that

FOUNTAIN OF YOUTH

throwback to 1982—at least to the way Jeff Bridges looked

"IT WAS EXCITING TO FIND OUT THERE WAS A POSSIBILITY THAT WE WOULD ACTUALLY MAKE THIS THING, THAT STEVEN LISBERGER WAS DEEPLY INVOLVED." —JEFF BRIDGES

I was aware of just kind of in the zeitgeist. I always just knew it was cool."

The film's story picks up years after "Tron," with Kevin Flynn mysteriously having gone missing. His now-adult son, Sam (Garrett Hedlund), has been left with a video game company and abandonment issues, which drive him into the very trap that ensnared his father. Welcome to the Grid, Sam Flynn—now grab an identity disc and try to survive.

Sam's real nemesis, however, turns out to be a lot more formidable. It's none other than Clu, an upgrade of his father's computer avatar from the first "Tron"—but one that doesn't look a day older than it did in 1982. It turns out special effects programmers' computers were going through exponential growth over the past 28 years in real life, too (**see sidebar**).

"Clu pegs the meter for visual effects," says Eric Barba, the film's special effects supervisor and an Academy Award winner for "The Curious Case of Benjamin Button." "Not only is he [supposed to look like] a living, breathing human that we can relate to, but he's also the idealized version of Jeff Bridges at age 35, and we are putting him up against his actual self—in 3-D.

"You pretty much just hit all the check boxes of how to make things difficult."

The film, and its 1,400 effects shots, was one big challenge to Barba's team, but not as difficult as the decision Disney executives had to make to greenlight a major tentpole movie off a quaint cult classic. And it was an equally huge leap of faith to tap the then-34-year-old TV commercial director Kosinski, best known for his innovative Nike and Halo spots, and put him in charge of a movie that would likely cost ten times the original "Tron's" $17 million production budget.

Either forward thinking or incredibly lucky, the studio also made the decision to shoot the film in 3-D long before "Avatar" hit theaters and the resulting rush to cash in on the phenomenon. Kosinski's crew used the next generation Sony 3-D camera technology from the ones used by James Cameron on "Avatar." But the decision was largely a creative one. What better way to make the visuals pop than shooting the "real world" scenes in 2-D while giving the virtual world sequences an extra dimension?

Bridges and Boxleitner had been wondering for years if they'd ever go back to the Grid. Then a few years ago, the gears really started turning.

"It was exciting to find out there was a possibility that we would actually make this thing, that Steven Lisberger was deeply involved," says Bridges. "Then I met Joe Kosinski, who had never done a film before," Bridges adds, laughing. "Can you imagine? I don't know what the budget of this thing is, but for your first film, can you imagine the pressure that would be? I mean, oh my God."

Using the unsuspecting crowd at the 2008 San Diego Comic-Con as test subjects, Disney un-spooled two minutes worth of test animation showing what a "Tron 2" could possibly look like in the 21st century. The usual fanboy cynicism was immediately de-rezed.

"It went over very well."

If Digital Domino's doesn't deliver your pizza in three picoseconds or less, they delete their delivery guy!

says Bridges. "In fact it went over to the degree that Disney said, 'Okay we'll finance this thing.' Because it was going to cost a lot of money to create this amazing world, but if you guys, the fans, like it we're going to give it to [you.]"

Written by "Lost" scribes Edward Kitsis and Adam Horowitz, the movie is one big love letter to Lisberger's vision. Flynn's Arcade, a major set in the first film, was recreated with nods to 1982—including the Master Control Program desk caddy from the original and Journey's "Separate Ways" still playing on the jukebox.

"What's happened is the generation that grew up with 'Tron' has accepted it as a founding myth of the Internet of the technology that's theirs," says Lisberger. "I always thought it had a validity that went beyond suburbia's ability to deal with it at the time."

But in a society that is getting sucked further and further into social networks and iPads, the rest of pop culture is finally catching up to "Tron." There are high hopes this won't be the final chapter, either. The studio is mum about plans for any future sequels, but Boxleitner says the movie is clearly passing the torch to Heglund and Wilde's generation. Disney Interactive is piggybacking the film's release with the highly anticipated *Tron Evolution* video game. Once again, the future looks very bright.

"Most of the movie releases in 2010 are the type that should end up straight in a video rental store," says Paul Dergarabedian, box office analyst for **Hollywood.com**. "As an industry, we need to put the cinematic back in cinema. And I think 'Tron: Legacy' can be that movie."

When Wizard [illegible] Boxleitner about a childhood spent with action figures and the original three t[illegible] in the movie thea[illegible] Boxleitner replie[illegible]

your dad did." (He didn't.)

"The adults of today, this is a combination of a nostalgia thing for you because it takes you back [illegible]

Almost 30 years and an Academy Award later, he still sees "Tron" as a highlight in a long and storied career. And there was no way he was going to turn down a return trip down through the looking glass.

[illegible]

GETTING TOO YOUNG FOR THIS $#!%

[illegible]

fountain of youth?

NEVER SAY 'NEVER SAY NEVER' AGAIN
As the Bond films suffer through a spate of weird legal hoo-doo, there's really only one man to bring the franchise back hard. Dust off the original big screen bond Sean Connery and reinstate his license to kill.

THE FOURTH DOCTOR RETURNS
Wibbly-wobbly, timey-wimey. The Doctor shouldn't cross back on his own timeline, mostly because the actors who played his older incarnations have gotten too old to pass as the same character. We'd give Tom Baker the Tron treatment for a meet-up with current Doctor Matt Smith.

STAR WARS EPISODE 3.5
George Lucas is going to make more Star Wars movies someday, whether we like it or not. (Not.) So why not give us a real prequel and show us a young Han Solo and a young Lando Calrissian smuggling and gambling and generally being scoundrels?

SPIKE MOVIE
We were all promised a Spike movie. Now with the passage of time, it would seem unlikely that James Marsters could still play the ageless bloodsucker. Enter the de-aging process, and suddenly it doesn't seem so impossible.

HIT-GIRL FOREVER
For our money, the best part of "Kick-Ass" is profanity-slinging cutie Chloe Moretz as Hit-Girl. But she's not going to stay a girl forever. To give the sequels the same punch, computers may need to keep Big Daddy's baby girl looking tweener.

JAMES WALKER

In space, no one can hear Sigourney Weaver sweat through her flight suit.

PHOTOS: 20TH CENTURY FOX

RIPLEY, BELIEVE IT OR NOT!

Sigourney Weaver dishes on the 'Aliens' franchise

By Sigourney Weaver's own admission, the body count could've been much higher in 1986's "Aliens" if the actress would've pulled the wrong trigger.

Filming in the Acton Lane Power Station in West London in the frigid cold, Weaver was handed an extremely heavy live machine gun with a flame-thrower and bazooka attached and sent forth with a set of rapid-fire instructions.

"I had to flame dummies, then shoot stuntmen with blanks, and then shoot a bazooka. And there was never any moment where people were worried about the fact that I might flame the stuntmen and shoot blanks at the dummy," says the actress. "They gave me an awful lot of responsibility."

The stuntmen survived, and Weaver ended up continuing the Alien franchise over four successful movies as Ripley, arguably the most iconic female action hero in film history. (Original "Alien" director Ridley Scott is currently prepping a two-movie prequel.)

All four movies have been re-released in Fox's definitive "Aliens Anthology" collection on DVD and Blu-ray (on sale now), complete with over 60 hours of footage, two versions of each film, deleted scenes, multiple commentaries and a brand new "MU-TH-UR Mode" that gives viewers interactive access to bonus features. One of thoses features that Weaver is especially pleased about is the inclusion of the restored work-print of "Aliens 3," which she hopes will allow audiences to appreciate what director David Fincher ("The Social Network") put into his feature film debut.

"I think in his body of his work and in the whole lore of Alien things, I think it stands up in a really strong way," Weaver says. "He didn't have as much power as he should have. He didn't have a chance to make the script his own. It's sort of like starting a film with one arm tied behind your back."

But she's less enamored with the footage of her screen test for Scott that's included in the collection. Though she personally cringes when she watches it, Weaver says it's a good lesson for the young actors she helps train at New York's Flea Theater. "Well, I thought for their sake, let them see how lame my screen test was," she says of auditioning for the role that launched her film career. "I was very lucky to get the part, I think." **ETHAN SACKS**

BEST OF GAMES

GAME OF THE YEAR!

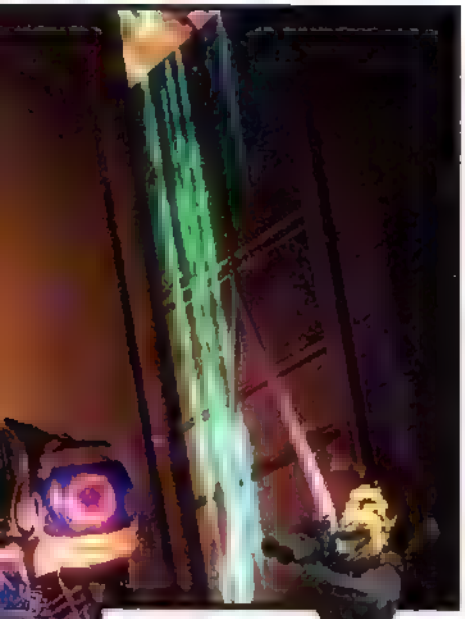
SPIDER-MAN: SHATTERED DIMENSIONS

MARVEL'S RESIDENT WALLCRAWLER AT LONG LAST GETS THE VIDEO GAME HE SO RIGHTLY DESERVES

In a year that saw major advancements in motion gaming, the legitimization of downloadable games and more hours of our lives eaten up by some truly groundbreaking titles, it was Activision and the Friendly Neighborhood Spider-Man who reminded us just how fun a button-mashing thrill ride could be with *Spider-Man: Shattered Dimensions*.

From the moment we hit the start button and heard the ever-bombastic voice of Stan Lee explaining the game's storyline, we had a hunch that we were in for a rare treat. But once we got a glimpse of *Shattered Dimension's* four unique worlds—each featuring a completely different gameplay experience—it soon became clear that we were being treated to something new, exciting and totally addictive.

Whether it was sneaking around in the shadows as Noir, freefalling through flying car traffic as 2099, unleashing brutal rage attacks as Ultimate or giving thugs a face full of web-hammer as Amazing



Spider-Man, there was never a stale moment in *Shattered Dimensions*. Yet what really made the game crackle was the unlockable, achievement-based skins, which not only included some chuckle-inducing classics like "Baghead/Fantastic Four" Spidey, but also some never-before-seen costumes, such as an alternate Noir costume designed by Marko Djurdjevic (*Amazing Spider-Man* covers). Furthermore, Shattered Dimensions also introduced a bevy of villains who never got a chance to be seen in four-color form, including a 2099 version of the Hobgoblin and a Noir Hammerhead to name a few (without getting too spoilery).

Shattered Dimensions offered a little bit of everything for everyone this year: Hardcore gamers got a complex action game with loads of achievements to boost their respective gamer scores, and casual players simply got a fun romp through the eyes of Peter Parker in an expansive world chock fulla mighty Marve magic.

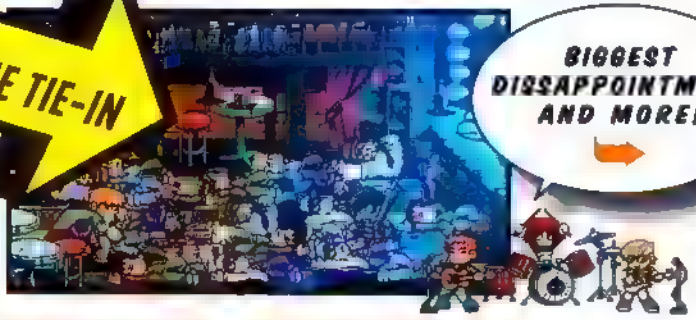
We're hoping this won't be the last time we see Activision (along with developer Beenox) bring these Spider-Men onto the digital stage, because as we said in our original feature back in *Wizard* #230, *Spider-Man: Shattered Dimensions* has done for Spidey what Rocksteady's *Batman: Arkham Asylum* did for DC's Caped Crusader—it gave a deserving comic character a long-overdue quintessential video game. **CASEY SEIJAS**

BEST SHOOTER

HALO: REACH

Developer Bungie Games' final installment in its absurdly successful Halo franchise clearly didn't disappoint 360 gamers this year. While the single-player mission told the prequel tale of the war between humans and the Covenant, gamers were also treated to incredible advancements in the co-op modes including new weapons, combat abilities—and friggin' jetpacks! CS

BEST MOVIE TIE-IN



BIGGEST DISSAPPOINTMENT AND MORE!

SCOTT PILGRIM VS. THE WORLD: THE GAME

2010 was clearly the year of Scott Pilgrim, between the conclusion of the comic series, the highly touted film and or course, the throwback side-scrolling video game, which didn't disappoint those of us dying to see Scott and his Sex Bob-omb bandmates in pixilated form. Indeed, this game rocked ultimate CS

BEST GAME FOR MATURE GAMERS

RED DEAD REDEMPTION

To those of you who think the Western just isn't cool anymore, you're totally right. Only because, after a months-long marathon playing Rockstar Games' epic *Red Dead Redemption*—a game we're still playing as of this writing thanks to multiple DLC packs—we realized that Westerns are so much more than just "cool"...they're indisputably badass.

Rockstar's latest open world epic was a hard sell, considering the developer hadn't had a critically acclaimed hit in years (*GTA IV* being a "love it or hate it" title), added to the fact that the previous installment, i.e. *Red Dead Revolve*, was utterly forgettable.

However, the moment we met the game's main character—the mysterious reformed outlaw John Marston—and hit the sprawling sandbox world on horseback, we were hooked. And that was well before we cheated in a game of Texas Hold 'Em, joined up with an online multiplayer posse, won our first duel, shot our first cougar or wiped out an army of banditos in a spooky abandoned fort.

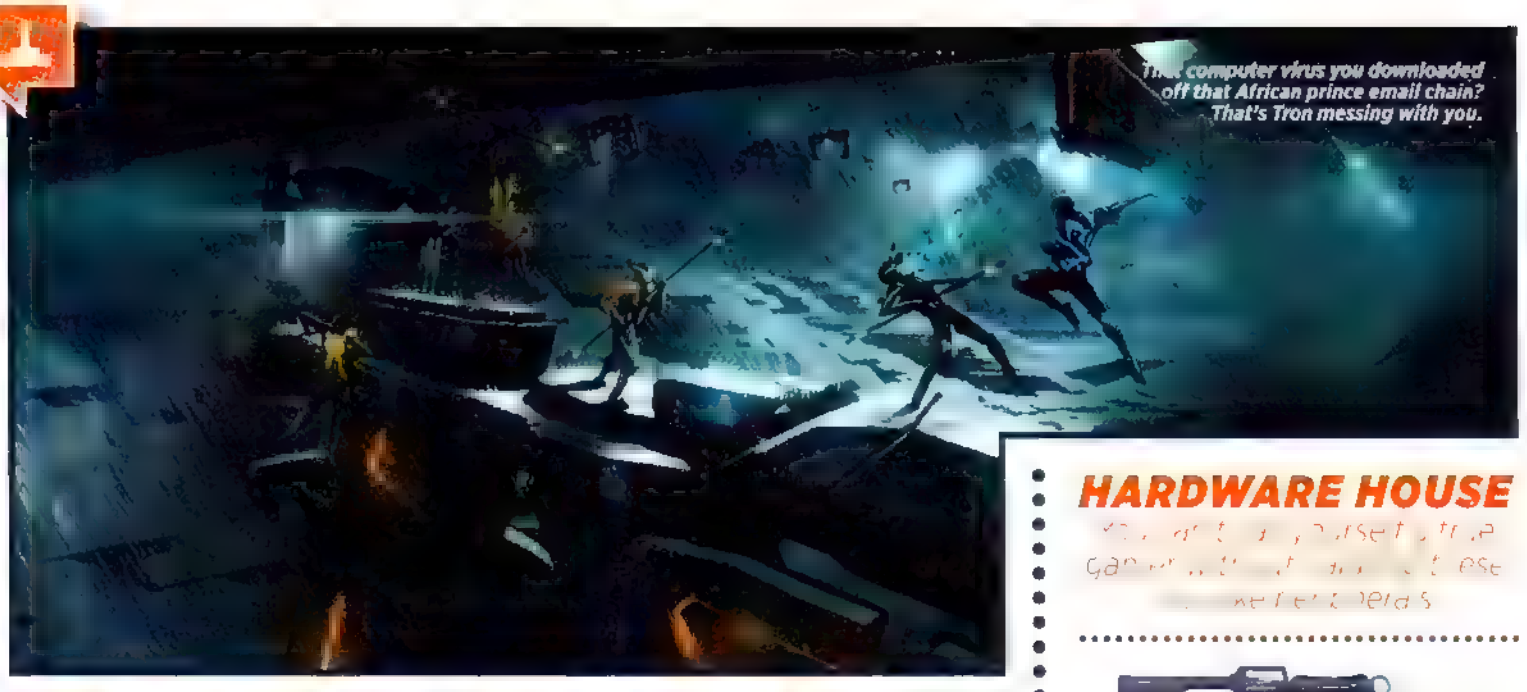
With an overarching story that kept us captivated until the tear-jerking end, and enough side tales to make gamers immediately replay once they'd finished, *Red Dead Redemption* has not only established itself as the gold standard in open world gaming, but proven that Westerns can indeed be considered "cool." **CS**

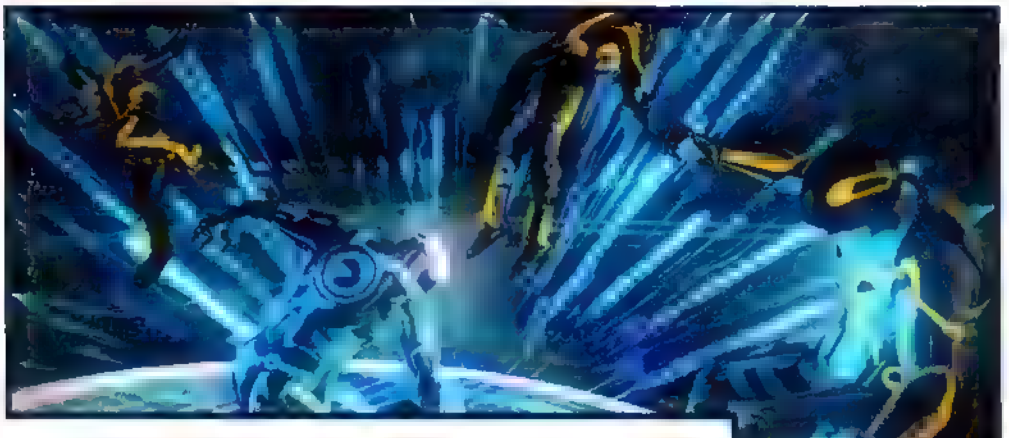
BIGGEST DISSAPPOINTMENT

DC UNIVERSE ONLINE DELAYED UNTIL 2011

Gamers and fanboys nationwide had Nov. 2 circled on their calendars in anticipation of the long-awaited release of *DC Universe Online*. Then came the news in early fall that we'd have to wait until 2011 to run amok on the streets of Gotham and Metropolis. Here's hopin' it'll be worth the (even longer) wait. . CS

***Red Dead* isn't just the best mature title of 2010, it's the best game—period. Four Spider-worlds? Big whoop. Rockstar's built a living, breathing Wild West for you and all your creepy pals to bounce around in. Killing. Thieving. Riding. Hunting. Basically, it's the greatest Western never filmed...and you're in it. Plus, the world of *Red Dead* keeps expanding with hours of downloadable add-ons, including *Undead Nightmare*, a zombified throwdown which features the two words that cement this title as the true game of the year: zombie bears. Bears that are zombies. Zombears. What are you waiting for? JW**





¡VIVA LA EVOLUTION!

'Tron: Evolution: The Video Game' looks to buck the trend of halfassed, boring movie tie-in games

GAME OF THE MONTH

While "Tron: Legacy" doesn't bow in theaters and IMAX until Dec. 17, fans can enter the game grid 10 days earlier with Disney Interactive's *Tron: Evolution* video game. Bridging the gap between the original cult classic and the upcoming sequel, *Evolution* puts gamers in the glowing suit of Anon, a security program looking to find the cause of a massive virus that threatens the game grid. Likewise, the game also introduces fans to the all-new world of Tron 2.0: Game developer Propaganda Games worked side-by-side with the filmmakers, so expect to see and interact with locales and characters straight from the highly anticipated sci-fi flick.

Gamewise, *Tron: Evolution* mixes exciting action a la *God of War* with stomach-turning platforming found in titles like *Assassin's Creed*, offers multiplayer options, and if that's not enough, also boasts being one of the first games compatible with 3-D televisions. No true Tron True Believer should pass this one up. **CASEY SEIJAS** DEC. 7 | PS3, 360, WII, PC, PSP

HARDWARE HOUSE

[illegible] gamer [illegible]

PLAYSTATION MOVE SUBMACHINE GUN

It's bad enough the folks at PlayStation are making you get up off your comfy couch to play video games with the PlayStation Move, so rather than twirl around a glowing wand, why not upgrade to this badass Submachine Gun controller? It's the perfect device for all Move light gun titles, and its modular design allows for customization. $29.99

TRON XBOX 360 COLLECTOR'S EDITION CONTROLLER

For those of you suffering from a severe case of Tron fever in which the movie and aforementioned video game are just no cure, try upping your dosage with this limited edition Tron controller for XBox. Also available for PS3 and Wii, from PDP. $49.99

3-IN-1 REMOTE FOR PS3

Long gone are the days of having to scroll around an onscreen keyboard thanks to the 3-in-1 PS3 remote from Power A. With it, gamers can maneuver through Blu-ray and DVD option menus, text and type to their PSN friends, and play with it like a classic gamepad controller! $39.99

MARKET WATCH

MARK ALLEN HAVERTY

CREATOR CORNER

A retrospective on the Hot 10 writers and artists of the year

ARTISTS

David Finch (BATMAN: THE DARK KNIGHT) The biggest name to switch companies in years, Finch's debut covers at DC were a cruel tease to readers agonizingly waiting for his return to monthly action. Now that he has, fans can't get enough of his work.

Ivan Reis (BLACKEST NIGHT, BRIGHTEST DAY) Given the task of bringing one of DC's biggest crossovers to life, Reis did a spectacular job with *Blackest Night*, and his work on *Brightest Day* has easily been the best of all the artists working on the biweekly series

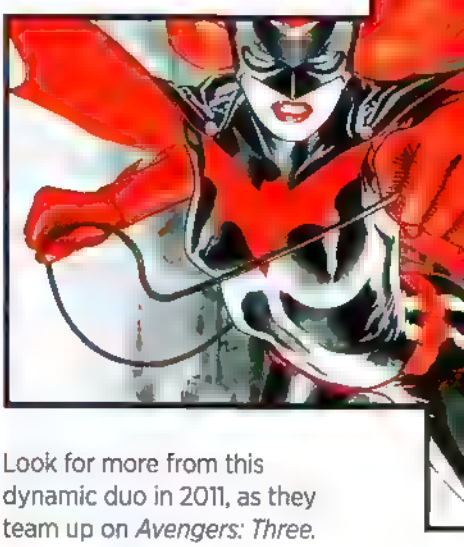
Tony Daniel (BATMAN) With all the hype given to David Finch for writing and drawing his Bat-book, it's almost easy to forget that Tony Daniel already did that trick, and he had great success in 2010 doing so. Handed the flagship Bat-title, Daniel's work continues to impress fans.

Leinil Francis Yu (ULTIMATE COMIC. AVENGERS 2, SUPERIOR) From debuting the Ultimate Punisher to bringing Mark Millar's scripts to life on *Superior* (**above**). Yu has shown why he's an artist that writers line up to work with

Arthur Adams (ULTIMATE COMICS: X) Adams' return to regular work in 2010, albeit on a bimonthly schedule, has been extremely well received. 2011 should be even better for Adams fans, as his *Gumby* one-shots will be returning to print for the first time in 24 years.

Francis Manapul (THE FLASH) Manapul's light and breezy artwork has been the perfect compliment to Johns' scripts, and he made Barry Allen (**pictured**) his own in 2010.

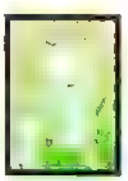
Ed McGuinness (HULK) No artist is better suited for the over-the-top carnage that Jeph Loeb called for in *Hulk*, and McGuinness certainly delivered in 2010.



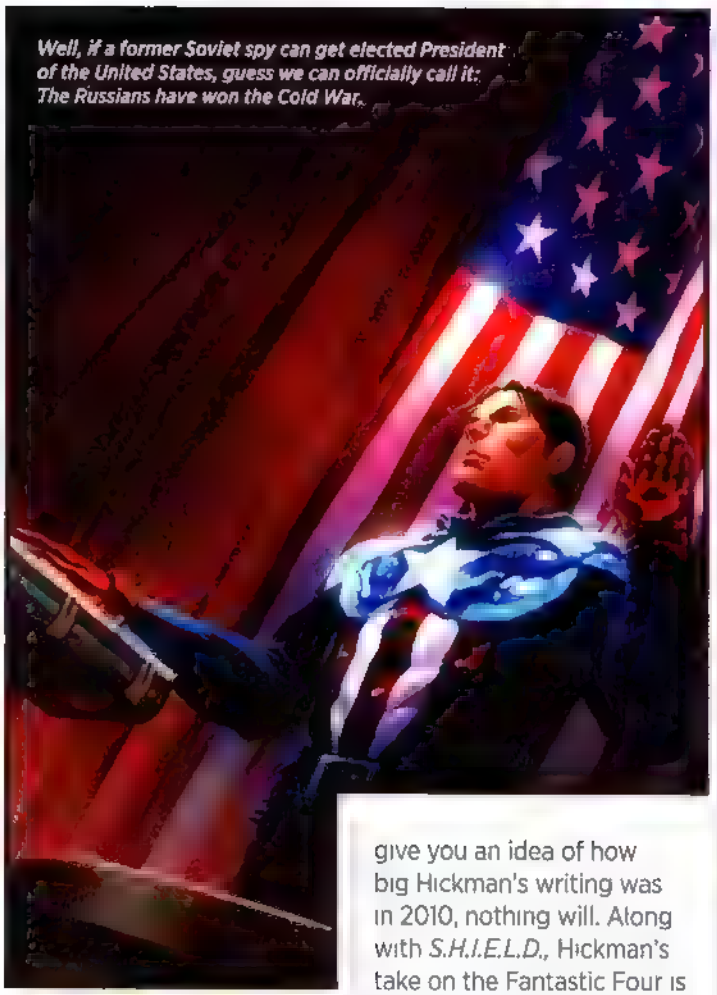
Look for more from this dynamic duo in 2011, as they team up on *Avengers: Three*.

Mike Deodato (DARK AVENGERS, SECRET AVENGERS) Deodato's grittier new style with *Dark Avengers* returned him to fan favorite status, and his work with *Secret Avengers* has done nothing to cool that off

Dale Eaglesham (FANTASTIC FOUR, STEVE ROGERS: SUPER-SOLDIER) Eaglesham has worked with a string great writers (Geoff Johns, Ed Brubaker, Jonathan Hickman) but his critically acclaimed artwork is getting more attention on its own.



J.H. Williams III (DETECTIVE COMICS) Readers and critics alike raved about his take on Batwoman (**above**) in 2010, and her return to solo starring action has fans waiting with baited breath for her comeback.


Well, if a former Soviet spy can get elected President of the United States, guess we can officially call it: The Russians have won the Cold War.

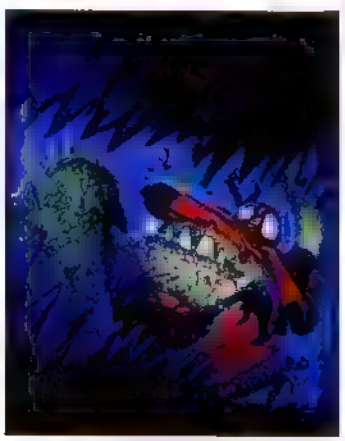
WRITERS

Mark Millar (NEMESIS, KICK-ASS, SUPERIOR)
When Mark Millar makes an announcement, people notice, both in comics and in Hollywood. All of his 2010 creator-owned projects have been massive hits, and the current *Kick-Ass 2*, both the comic and upcoming movie sequel, will keep his profile sky high.

Jonathan Hickman (FANTASTIC FOUR, S.H.I.E.L.D.)
Leonardo da Vinci starred in one of Marvel's hottest debuts of the year—if that doesn't give you an idea of how big Hickman's writing was in 2010, nothing will. Along with *S.H.I.E.L.D.*, Hickman's take on the Fantastic Four is one of the most original and inventive on the franchise in recent memory

Brian Michael Bendis (AVENGERS, NEW AVENGERS, ULTIMATE COMICS SPIDER-MAN)
No crossover changed the status quo more in 2010 than *Siege*, and while everyone knew Norman Osborn would lose in the end, how we got there is what makes Bendis such a great writer. And who didn't love seeing Ares torn in half?

Geoff Johns (THE FLASH, GREEN LANTERN, BRIGHTEST DAY)
In 2009, it only seemed like Geoff Johns was running the show at DC; in 2010, Johns became DC's Chief Creative Officer, making that a reality. Along the way, he continued to keep *Green Lantern* one of the hottest sellers on the market, successfully rolled out *Brightest Day*, and put Barry Allen in his first monthly title since the 1980s.



Grant Morrison (BATMAN AND ROBIN, BATMAN INC., JOE THE BARBARIAN)
Fans have been eating up Morrison's Bat-tales, the most unique, innovative work ever done on this character, and the promise and potential for *Batman, Inc.* has fans thrilled for the ride ahead.

Robert Kirkman (WALKING DEAD, INVINCIBLE, HAUNT)
The face of Image today is Kirkman, and his work on *Walking Dead* and *Invincible* continue to be the company's top titles when it comes to both critical acclaim and commercial success. With AMC making *Walking Dead* known to the world at large, 2011 might be an even bigger year for Kirkman.

Ed Brubaker (CAPTAIN AMERICA, SECRET AVENGERS)
No one would have predicted before 2010 that Bucky Barnes would still be Cap at the end of *Siege*. Brubaker's writing has not only made that possible, but also made it impossible to switch back without massive fan uprising

Rick Remender (PUNISHER, FEAR AGENT, UNCANNY X-FORCE)
After the wild ride that was *Franken-Castle*, Remender has been given one of the big boys of the mutant world to play with: *Uncanny X-Force* The early success for this title says that fans are quite pleased with his foray into the X-verse

Daniel Way (DAKEN: DARK WOLVERINE, DEADPOOL)
The writer behind the birth of the Deadpool renaissance, Way not only kept the 'Pool filled, he enjoyed a successful relaunch with the new series for Daken, *Dark Wolverine*.

Zeb Wells (AMAZING SPIDER-MAN, NEW MUTANTS)
Wells has had just the right touch of nostalgia for old school fans of *New Mutants*, while gaining new readers with a more contemporary take, and his work on *ASM* was among the best from the Webheads.

THE HOT 10 CO

Flash back to this year

New Mutants #98
$75

It's the book that would never go away, consistently one of the top back issues every month this year. Considering how popular Deadpool continues to be—he's out-Wolverine-ing Wolverine at this point—there's no cooling off coming anytime soon. Non-slabbed copies of his first appearance come in this month at $75, while CGC 9.8 copies fetch $200, and a Signature Series 9.9 signed by Rob Liefeld sold for $6,600 in October.

Walking Dead #1
$425

Robert Kirkman loves zombies, readers love zombies, retailers definitely love zombies, and, most importantly, AMC loves zombies. It's that last bit of love, with a buzz-worthy show from the network that brought us "Mad Men," that had sales on this first issue shooting through the roof. Three months ago, this was a **$180** book. This month: **$325**. Looking for a slabbed 9.8? Get ready to drop at least **$650**, and that price might be a lowball by the time this magazine gets into your hands.

Invincible Iron Man #118
$25

It was a very big year for James Rhodes. His key role in "Iron Man 2" caused back issue bins everywhere to be raided for key first appearances, starting with this one, as Rhodey enters Tony Stark's life for the first time. While this issue is not at the highs it was at earlier, it's still fetching **$25** online, with CGC 9.8 copies coming down from their **$250** average price (off a high of **$500**), down to around **$125**.

Morning Glories #1
$30

Since *Chew* debuted last year, readers and speculators alike have jumped onto one Image series after another, hoping for the next surprise hit. Quite a few have gone to sell out and make some impression, none more than *Morning Glories*. Peaking at $50, the first printing of the debut has leveled off somewhat, coming in at **$30** this month. But that's still extremely impressive considering that the creative team was largely an unknown entity before this series. Now, Nick Spencer is arguably one of the hottest emerging talents in the industry, and he has another major hit on his hands.

Invincible Iron Man #282
$160

Along with Rhodey's first appearance, his debut as War Machine has also had a very hot 2010. Also coming in at **$160** is the upcoming *Iron Man 2.0* by the aforementioned Nick Spencer (*Morning Glories*) will certainly generate buzz. CGC 9.8 copies are actually trending up as of this writing, coming in around **$160** during the summer and early fall.

OMICS IN 2010

's hottest back issues

Kick-Ass #1
$25

While values are not at the highs they were at earlier in the year, with movie and comic sequel hype just about everywhere these are still consistently solid sellers. You can find the first issue for **$25**, with the remainder of the series having dropped down to much more reasonable prices. The price for CGC copies has not dropped though, as first issues continue to come in around **$75**.

Chew #1
$30

Morning Glories might be the "new *Chew*" but the old *Chew* is still going strong in its own right. Fans continue to pay top dollar for first printings of #1 (when they can find them), with sales of the first issue closing in on **$100**, and CGC 9.8 copies in the **$200** range. Want an even higher grade? The average price of sales of 9.9 copies is **$450**, with the only 10.0 fetching $1,300. This series has maintained both the high quality of the first arc and, most importantly with a creator-owned title, kept interest high and ensuring that the value of the first issue won't drop anytime soon.

Walking Dead #61
$25

Combine fandom's love for zombies with a preview of *Chew*, and you have a surefire collectible. Detective Tony Chu's debut there wasn't noticed until *Chew* #1 went through the roof, but now you can't find this issue under **$25**. That is, if you can find it.

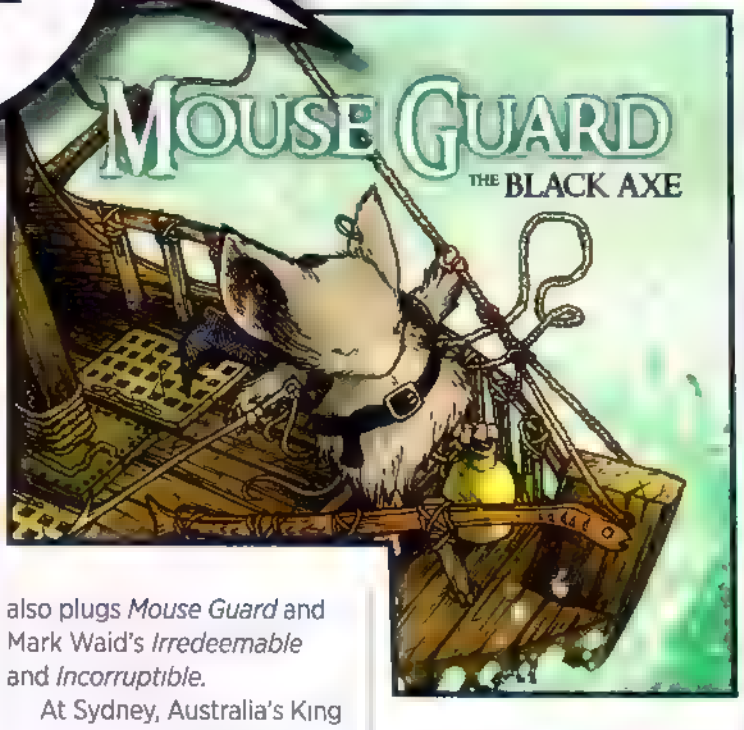
New Mutants [V. 4] #12
$16

No one expected the "Second Coming" crossover to be as well-received by fans as it was, and retailers found themselves short and scrambling for additional copies of the crossover issues of the lesser mutant titles. This one was easily the most

Darkwing Duck #1
$16

owned by Disney, we move on to a Disney comic put out by people not owned by Disney. No one expected this series to be a hit, yet it sold out just about everywhere the Wednesday that it hit the shelves. Those looking for early-90s nostalgia are going to have to put up **$16** to get their hands on a first printing. **MAH**

SHOP TALK



INDIE MANIA

While overall sales might have been down at the Big Two, that definitely wasn't the case in the indie world in 2010. "It seems like this was the year of the indie books," Scott Hoverman of Biloxi's 3 Alarm Comics told *Wizard*. Examining the Hot 10 for 2010, that's certainly reflected in sales. One title that Hoverman is particularly enamored with is *Berona's War*, by Jesse Labbé and Anthony Coffey and published by Archaia. "If you haven't seen it, it's incredible!" Lauren Becker at Clawson, Michigan's Warp 9 has another title from Archaia in mind, pointing to *Mouse Guard* (**pictured**).

At Alakazam Comics in Irvine, Calif., they echo Becker's *Mouse Guard* sentiments, and list *The Boys, RASL, Mystery Society* and Terry Moore's *Echo* as other indie favorites. *RASL* and *Echo* are also on the list for Stacy Korn of Flemington, N.J.'s Comic Fusion, Charlie Harris of Tucson's Charlie's Comic Books, and Damon Savage at Earth Prime Comics in Burlington, Vermont, who also plugs *Mouse Guard* and Mark Waid's *Irredeemable* and *Incorruptible*.

At Sydney, Australia's King Comics, they are huge fans of the books from GG Studios, an Italian studio: "Pretty much every single copy of every book released by GG Studio have disappeared. *Route de Maisons, The One, Skeleton Story*, and *Mediterranea* sold out on the day of release, and we're scrambling to get re-orders. Excellent art, nice paper stock, although the translations leave much to be desired. Still, when you're reading *Route de Maisons* and the series is centered around scantily clad showgirls, the language doesn't really come into it." Elisa Dominelli of Central City Comix in Surry, B.C. also reports sales success with this line.

Speaking of scantily clad showgirls, at Heroes and Villains in Hampton, Va., Collectors Authority in San Antonio, Legends & Heroes Myths in Vanier, Ontario and Empyre Comics in Glen Burnie, Md., there is a solid showing for Jim Balent's *Tarot* (**above**) and those four outlets, along with Edmonton's Happy Harbor Comics, Cincinnati's Rockin' Rooster Comics, Arkham Comics in Blytheville, Ark., and Karen's Comics in Portland, Ore., love *Grimm Fairy Tales*.

As for more titles to check out, Jeff Lamb of Asheboro, N.C.'s Comic Conspiracy and Greg Thompson of Norfolk, Virginia's Local Heroes continue to see solid sales for the collected editions of *Garth Ennis' Battlefields*, while at Winston Salem's Ssalefish Comics, there's a strong following for IDW's *Kill Shakespeare*, which is also a hit at Toronto's Paradise Comics and at Madness Comics and Games in Denton, Texas

BUCKING THE PRICING TREND

In *Wizard* #232, we reported on the rising prices of Marvel and DC's offerings as a major sticking point with retailers and fans. Right after we went to press, DC announced that starting in January, 2011, the publisher would cut page counts and drop its price to $2.99 for its monthly offerings; Marvel quickly followed suit and announced that all new titles in 2011 would go for $2.99, but didn't clarify if that would affect current ongoing titles. **MAH**

PRICE GUIDE!

PRICE WENT UP! PRICE WENT DOWN! THIS ONE'S NEW! BOOK IS HOT

CGC CORNER

We are seeing Silver Age keys fetching prices only previously reserved for only Golden Age books, while Bronze Age keys are now reaching prices once reserved for the key superhero titles from the late-'50s and early-'60s. Case in point: *Amazing Spider-Man* #148, far from a key (unless one thinks that the revealing of the Jackal as Professor Warren is a big deal), sold for $3,050 at CGC 9.8 *Thor* #193, from 1971, sold for the same, while a CGC 9.8 *Iron Man* #55, sold for $1,600, and a CGC 9.8 *Tomb of Dracula* #1, fetched $2,050 **MAH**

PRICE GUIDE!

PRICE WENT UP! | PRICE WENT DOWN! | THIS ONE'S NEW! | BOOK IS HOT!

ACTION COMICS
DC (1938-PRESENT)
● Superman, ● Lois Lane ● Zatara
750,000.00
2 46,500.00
3 29,500.00
6 ● Jimmy Olsen (office boy) 15,100.00
7 2nd Superman cvr 35,000.00
23 ● Ezra Luthor 8,500.00
40 ● Star Spangled Kid & Stripesy 2,600.00
42 ●&O Vigilante 3,000.00
51 ● The Prankster 5,200.00
64 ● Toyman 5,400.00
123 1st time Superman flies 700.00
242 ●&O Brainiac, ● Kandor 3,500.00
252 ●&O Supergirl 5,000.00
254 ● Bizarro/Superman story 480.00
261 ● Streaky the Super-Cat 220.00
267 ● Chameleon Boy, ● Invisible Kid, ● Colossal Boy 580.00
340 ●&O Parasite 100.00
347 O&a WBo Giant-Size, rare in NM 150.00
583 AMo CSw "Whatever Happened To The Man of Tomorrow" pt.2 5.50
598 JBy JBy ● Checkmate 5.00
600 JBy GPe A: Wonder Woman, kisses Superman 10.00
Becomes Action Comics Weekly #601-642
674-675 RSt BMc "Panic in the Sky" 6.00
683 RSt JGu C: Doomsday 5.00
684 RSt JGu Doomsday 5.00
700B RSt JGu CSw platinum var. cvr 10.00
700C RSt JGu CSw gold var. cvr 7.00
769 JKe "Emperor Joker" 4.00
770 JKe "Emperor Joker" 4.25
775A JKe DMh ● The Elite 8.00
812A JKe MTu "Godfall" 5.00
812B JKe MTu sketch var. cvr 5.00
813 JKe MTu "Godfall" 5.00
836 JKe "Superman, This is Your Life" 5.00
858B J: D GFk var 6.00
859A GJn GFk 3.00
859B GJn GFk, 3D GFk var 6.00
860A GJn GFk 3.00
860B GJn GFk, 3D SLs var 6.00
861B GJn GFk 1:10 MGr var 6.00
862B GJn GFk 1:10 KGi var 6.00
863B GJn GFk 1:10 GFk var 6.00
869A GJn GFk Recalled Ed. 25.00
870B GJn GFk 1:10 AKu var. cvr 6.00
871B GJn GFk 1:10 SKz var. cvr 6.00
872B GJn GFk 1:10 CSp var. cvr 6.00
ANNUALS
1 JBy AAd A: Batman 4.00
2 GPe 4.00

ADVENTURE COMICS
DC (1938-1983)
Previously: New Comics, then New Adventure Comics; becomes Adventure #32
40 GFx ● Sandman 25,000.00
48 ● Hourman 14,600.00
61 ● Starman 17,900.00
73 JSn JKi O: Manhunter 17,400.00
210 O&a CSw ● Krypto 4,150.00
247 O&i ● Legion of Super-Heroes 17,000.00
293 ● Legion of Super Pets 500.00
306 ● Legion of Sub Heroes 250.00
329 ● Legion flight rings 25.00
459 B: Dollar Comics format 25.00
460 A: Wonder Woman, A: Flash 25.00
461-462 B: Earth-2 Batman 75.00
463-466 Dollar Comics 20.00
467 PLe SDn ● Starman (Prince Gavyn) 2.00
VOLUME TWO (2009-PRESENT)
1B-19B Original numbering variants 10.00

ALL-AMERICAN COMICS
DC (1939-1948)
6,000.00
16 BFi MNo ● Green Lantern 22,500.00
19 ● Atom, A: Green Lantern 17,500.00

ALL-STAR COMICS
DC COMICS (1940-1951)
VOLUME ONE
3 ● Justice Society of America 25,000.00
8 ● Wonder Woman, A: JSA 30,000.00
VOLUME TWO (1976-1978)
58 GCo WWo ● Power Girl, A: JSA. Resumes Vol. 1 numbering 225.00

ALL-STAR WESTERN
DC (1970-1972)
VOLUME TWO
10 ● Jonah Hex 1,000.00
11 A: Jonah Hex 125.00
Becomes Weird Western Tales w/#12

AMAZING FANTASY
MARVEL (1962)
Previously: Amazing Adult Fantasy
15 SLe SDi ●&O: Spider-Man, ● Aunt May, & D: Uncle Ben 50,000.00

AMAZING SPIDER-MAN
MARVEL (1963-1998, 2003-PRESENT)
See Amazing Fantasy #15 for O: Spider-Man
1A SLe SDn ●, Jonah Jameson, ● John Jameson, ● Daily Bugle ● Chameleon 160,000.00
1B Golden Record repr. w/record 250.00
1C Golden Record repr. w/o record 150.00
2 SLe SDn ● Vulture ● Tinkerer 1,000.00
3 SLe SDn ●&O: Dr. Octopus 6,000.00
4 SLe SDn ●&O: Sandman ● Betty Brant 5,000.00
5 SLe SDi Fantastic Four 3,300.00
6 SLe JBr ●&O: Lizard 1,500.00
9 SLe SDn ●&O: Electro 3,000.00
10 SLe SDi ● Enforcers, ● Big Man 2,000.00
12 SLe SDn A: Dr. Octopus 1,850.00
13 SLe SDn ●&O: Mysterio 1,500.00
14 SLe SDi ● Green Goblin 7,500.00
15 SLe SDn ●&O: Kraven 2,000.00
17 SLe SDn 700.00
18 SLe SDn ● Ned Leeds 1,200.00
19 SLe SDi ● Max Gargan 1,400.00
20 SLe SDi ●&O: Scorpion 1,800.00
25 SLe SDi ● Spider Slayer 500.00
28 SLe SDi ●&O: Molten Man 1,200.00
31 SLe SDi ● Gwen Stacy, ● Harry Osborn, ● Prof. Warren 1,500.00
36 SLe SDi ● Looter 425.00
38 SLe SDi C: Mary Jane 380.00
39 SLe JRo IR: Green Goblin 1,025.00
40 SLe JRo ● Green Goblin 760.00
41 SLe JRo ● Sinvo 600.00
42 SLe JRo ●: Mary Jane (full) 1,000.00
46 SLe JRo ● Shocker 450.00
50 SLe JRo ● Kingpin 800.00
52 SLe JRo ● Robbie Robertson 275.00
57 SLe JRo A: Ka-Zar 110.00
65 SLe JRo 100.00
70 SLe JRo ● Vanessa Fisk 125.00
72 SLe JRo 100.00
72 SLe JRo 100.00
78 SLe JBa ● Prowler 85.00
83 SLe JRo ● Richard Fisk 120.00
90 SLe GKa D: Captain George Stacy 100.00
94 SLe JRo D: retcon Spider-Man 80.00
96-98 SLe GKa drug issues 300.00
100 SLe GKa anniv. issue 220.00
101 RTh GKa ● Morbius 300.00
102 RTh GKa O: Morbius giant-sz 150.00
120 SLe JRo ● Gibbon: Kraven 60.00
123 GCy JRo ● Hammerhead 42.00
129-130 Hulk 125.00
131 GCy GKa D: Gwen Stacy 600.00
132 GCy GKa D: "D-" Green Goblin 400.00
133-134 GCy GKa 35.00
135-138 GCy GKa 35.00
139A GCy RAn ● Punisher ● Tarkal 1,000.00
134 C: Punisher ● Tarantula 90.00
135 Second A: Punisher 150.00
136 GCy RAn ● Harry Osborn as Green Goblin II 125.00
140 GCy RAn 25.00
142 ● Gwen Stacy's clone 45.00
148 GCy RAn 40.00
149 GCy RAn D: Tarkal ● A "death" of Peter Parker's clone 50.00
161 LWe RAn C: Jigsaw (hidden) 45.00
162 LWe RAn ● Jigsaw (full) 45.00
174-175 LWe RAn Punisher 20.00
176 LWe RAn ● Bart Hamilton as Green Goblin III 65.00
180 LWe RAn O: Green Goblin II 14.00
181 30.00
193 Peter and Mj break up 8.00
194 LWe KPo ● Black Cat 75.00
195 Second A: Black Cat 25.00
200 MWo/Sue dbl-sz D: Burglar 50.00
210 ● Madame Web 25.00
212 ● Hydro Man 20.00
238A ●&O: Hobgoblin, Lakeside Tattoo 150.00
238B no tattoo 32.00
239 RSt JRj vs. Hobgoblin 32.00
244-245 RSt JRj C: Hobgoblin 15.00
252 RSt RFr ● Alien costume 35.00
289 PDa ● Hobgoblin II (Jack O'Lantern) 16.00
293 JDm MZe "Kraven's Last Hunt" 9.00
294 JDm MZe "Kraven's Last Hunt" D: Kraven 9.00
298 DMi TMc C: Venom, ● TMc Spidey 30.00
299 DMi TMc C: Venom 22.00
300A BMc TMc ●&O: Venom, R: red & blue costume 125.00
300B 1st Dark Chromium cvr 150.00
301 DMi TMc 2.00
302 1st DMi TMc 6.00
303-314 DMi TMc 5.00
315 DMi TMc A: Venom 7.00
316 DMi TMc A: Venom 10.00
317 DMi TMc A: Venom 7.00
318-323 DMi TMc 5.00
324 DMi TMc cvr 5.00
325 DMi TMc 5.00
328 DMi TMc Spidey vs. Hulk 8.00
344 DMi ELa C: Cletus Kasady 4.00
345 ● Cletus Kasady 7.50
360 Carnage 5.00
361A DMi MBa ● Carnage (full) 7.00
362A DMi MBa 7.00
378-380 "Maximum Carnage" 4.00
400A JDm MBa "D-" Aunt May 12.00
400C white cvr 1in entire ed. 60.00
400B white cvr var. 65.00
400D white cvr var. w/cassette 140.00
415 TDF MBa Onslaught Impact 2 5.00
416 TDF MBa Onslaught epilogue 5.00
430 TDF JBn A: Carnage, Silver Surfer 12.00
431 TDF JBn A: Carnage, Silver Surfer 16.00
432A TDF JRj "Spider-Hunt" 7.00
432B TDF JRj "Spider-Hunt" Wanted var. 25.00
441 JBy "Final Issue" 7.00
500 JMS returns to original numbering 5.00
501-524 JMS 4.00
525A-528A JMS "The Other" 5.00
526B 2nd print: 6-armed var. 7.00
527B 2nd print, Spidey 2099 var. 6.00
528B JMS 1:8 Spider-Ham var. 5.50
528C JMS 36 sketch var. 60.00
529A JMS ● Iron Spidey costume 5.00
530 JMS 6.00
531 JMS 8.00
532 JMS 12.00
533-534 JMS "Civil War" tie in 4.00
538B JMS 1:50 CCn var. 19.00
539A JMS "Back in Black" Part 1 4.00
539C JMS "Las Vegas Comic Con var. cvr 6.00
540-543 JMS "Back in Black" 4.00
544 JMS JQu "One More Day" 6.00
545 JMS JQu "One More Day" 7.50
546A DSi SMn "Brand New Day" 4.00
546B 1:20 BHn var. 15.00
546C 1:100 SMn sketch var. 60.00
546E Book Market var 80.00
549B 1:25 DFi var. 25.00
549C Dynamic Forces var. 25.00
552B 1:20 AGr var. 6.00
555B 1:20 SKz var 6.00
556B sketch var 20.00
569A DSi IRj ● Anti-Venom 10.00
569B DSi JRj Anti-Venom var 7.50
573D Stephen Colbert var. 17.50
583A Cougar cover 5.00
583B Barack Obama var 40.00
583C 2nd print Obama var. (Yellow) 5.00
583D 3rd print Obama var (Blue Flag) 4.00
583E 4th print Obama var. 3.50
583F 5th print Obama var. (Lincoln) 3.00
590B 1:10 Wolverine art var. cvr 7.00
592B 1:10 Wolverine art var. cvr 5.00
595A 1:25 McG var. cvr 12.50
599B 1:10 Nixon var. cvr 12.50
600A IRIR var 6.00
600B ARo cvr 6.00
600C 1:15 JQu var. cvr 15.00
600D 1:25 JRSR var. cvr 28.00
600E ARo Dynamic Forces var. cvr 30.00
601B 1:10 Mary Jane var. cvr 7.00
602B 1:10 70th anniversary var. cvr 7.00
603B 1:10 70th anniversary var. cvr 7.00
606B ICa sketch var. cvr 25.00
608B 1:10 70th anniversary var. cvr 8.00
612E 1:10 EMC Black Cat var. cvr 14.00
613B 1:15 JQn var. cvr 12.00
615B 1:15 JQn var. cvr 12.00
617B 1:4 "Something is Coming" var. cvr 6.00
617C 1:10 "Rhino is Coming" var. cvr 8.00
617D 1:25 JQn var. cvr 10.00
618B 1:15 JQn villain var. cvr 10.00
620B 1:15 Deadpool var. cvr 12.00
623B 1:15 Villain var. cvr 9.00
623C 1in var cvr 12.00
624B "You're fired!" var. cvr 9.00
628B 1:15 Iron Man var. cvr 12.00
630B 1:15 Villain var. cvr 14.00
631B 1:5 Hero/Villain Age var. cvr 4.00
632B Zwe ERi 1:15 Heroic Age var. cvr 12.00
633B Zwe CBa 1:15 Heroic Age var. cvr 12.00
634C JDm SLe MLa 1:15 villain var. cvr 10.00
636C JDm SLe MLa Second print var. cvr 7.50
638B JQu 1:25 JQu var. cvr 20.00
638C JQu 1:100 JQu sketch cvr 60.00
639B JQu 1:25 JQu var. cvr 14.00
639C JQu 1:100 JQu sketch var. cvr 80.00
640B JQu 1:15 Women of Marvel var. cvr 7.50
640C JQu 1:25 JQu var. cvr 12.50
640D JQu 1:100 JQu sketch var. cvr 80.00
641B JQu 1:15 Women of Marvel var. cvr 8.00
641C JQu 1:25 Sleeping Mary Jane var. cvr 12.00
641D JQu 1:100 sketch var. cvr 120.00
642B MWd SLe 1:20 BHo var. cvr 12.00
642C MWd SLe NYCC var. cvr 8.00
ANNUALS
1 SLe SDi ● Sinister Six, C: Avengers, X-Men, Fantastic Four, Dr. Strange 1,500.00
2 SLe SDi Dr. Strange ● Xandu 410.00
3 SLe DHe 170.00
4 SLe Lee Torch, Mysterio, Wizard I 70.00
5 SLe Lee A: Peter's parents 290.00
6 ● Spider-Squad, ● Man-Spider 2.00
14 DOn FMh Dr. Strange 16.00
15 DOn FMh Punisher vs. Doc Ock 20.00
21A-21B DOn PRy M: Peter & Mary Jane, cvrs Spidey or tuxedo 12.00
22 ● Speedball 5.00
25 Iss solo venom 4.00
VOLUME TWO (1998-2003)
1A HMa JBy dbl-sz 5.00
1C Sunburst cvr 18.00
1D Authentix sketch cvr. 75.00
2A HMa JBy JBy cvr. 5.00
2B 1:4 AKb var. 6.00
19 A: Venom 15.00
25A dbl-sz, holographic foil cvr 15.00
28 10.00
29 5.00
30 JMS IRj ● Ezekiel, ● Morlun 6.50
31-35 JMS JRj 4.75
36 JMS IRj WTC issue 24.00
37-58 JMS JRj 4.00
Returns to Vol. 1 after #58

ASTONISHING SPIDER-MAN / WOLVERINE
MARVEL (2010-PRESENT)
1A JLe AdK 4.00
1B JLe AdK 1:25 foil var. cvr 12.00

ASTONISHING X-MEN
MARVEL (1995)
1-4 STo BMa "Age of Apocalypse" 3.00
VOLUME TWO (1999)
1A HMa BPe "Apocalypse: the Twelve" 10.00
1B HMa BPe Marvel Authentix var. cvr 65.00
2-3 HMa BPe "Apocalypse: the Twelve" 10.00
VOLUME THREE (2004-2010)
1A IWh N: Hawkeye cvr 4.00
1B Deceptive D: Team cvr 7.00
1C Deceptive GDo cvr 7.00
2 IWh NCs 4.00
3 IWh NCs 4.00
4A IWh NCs 3.00
4B Colossus var 6.00
5-6 IWh NCs 4.00
5B Kenneth var 10.00
5D Midtown var 8.00
19A-24A 4.00
19B-24B Character cvrs 4.00
25A WF, IBi 3.00
25B Lee var 15.00
31B WEi 1:100 sketch cvr. cvr 30.00
Giant Size 1B 1:100 foiled var. 30.00

AVENGERS
MARVEL (1963-1996, 2004)
1 SLe JKi ● Avengers, Loki 20,000.00
2 SLe JKi O: Hulk, ● Space Phantom, ● Avengers Mansion 3,000.00
3 SLe JKi Sub-Mariner vs. Hulk 925.00
4A SLe JKi Re-Intro & D: Silver Age Captain America 17,500.00
4B Golden Record reprint w/record 190.00
4C Golden Record reprint w/o record, no cvr price 135.00
5 SLe K ● Cava Men, A: Hulk 90.00
6 SLe JKi ● Masters of Evil 310.00
8 SLe JKi ●&O: Kang 320.00
9 SLe DHe ●&O: Wonder Man 450.00
10 SLe DHe ● Immortus 250.00
11 SLe DHe A: Spider-Man 200.00
13 SLe ●: Count Nefaria, ● Maggia 180.00
15 D: Baron Zemo 250.00
16 SLe MGr 1: Hawkeye, 2: Scarlet Witch, I: Quicksilver, D: Founding Members 200.00
21 SLe DHe ● Power Man 125.00
28 ●: Collector 100.00
47 RTh JBu ● Dane Whitman 45.00
48 RTh GTu ●&O: Dane Whitman as Black Knight III, A: Magneto 55.00
52 RTh JBy ● Grim Reaper 40.00
53 RTh JBu A: X-Men 25.00
54 RTh JBu new Masters of Evil 40.00
57 ●: Vision, D: Ultron-5 1,000.00
58 RTh JBu O&a: Vision 75.00
59 ●: Henry Pym as Yellowjacket 75.00
60 RTh JBu M: Yellowjacket/Wasp 40.00
66 ● Adamantium 35.00
70 ● Squadron Supreme 35.00
71 RTh SBu ● Invaders 60.00
72 2.00
75 C: Thanos 28.00
77 SEn SBu ●: Ultron-7 22.00
134 O: Vision revised 12.00
135 12.00
136 10.00
141 1st GPe Avengers 10.00
151 R: Wonder Man in new costume 7.00
164 JSh JBy 8.00
164B JSh JBy 35-cent var. cvr 100.00
165 JSh JBy ● Henry Peter Gyrich 24.00
166 JSh JBy 8.00
181-185 JBy 15.00
186-187 JBy Dark Scarlet Witch 16.00
188-192 JBy 5.00
195 ● Taskmaster 7.00
196 2nd Taskmaster 7.00
263 ● X-Factor 3.00
383-387 MDe 3.00
384-385 MDe 3.00
387-388 MDe 3.00
390-391 MDe 3.00
393-395 MDe 3.00
397-399 MDe 3.00
400 MWd MDe 5.00
401 MWd MDe A: X-Men, Onslaught 5.00
402 MWd MDe Onslaught, "Final" issue 6.00
402 MWd "Final issue" Onslaught 6.00
500A BMB DFi Returns to original numbering, adding Vol. 4) & IH issues to where Vol. 4 left off D: Ant-Man (Scott Lang), D: Vision 6.00
500B Director's Cut 7.00
501 BMB DFi "Avengers Disassembled" 6.00
502 BMB DFi "D-" Hawkeye 6.00
503 BMB DF Avengers 5.00
FINALE BMB 4.00
ANNUALS
1 SLe DHe 20.00
5 Spider-Man x-over 42.00
7 vs. Thanos, "D-" of Warlock 40.00
10 ● Rogue ● Maddie Pryor 40.00
GIANT SIZE
1 RTh RBu ●: Whizzer (modern age), ● Rukia, ● Miss America ● Bova 65.00
2 D: Swordsman 50.00
4 M: Vision & Scarlet Witch 70.00
SPECIALS
Avengers/UltraForce 4.00
Emperor Doom GN 50.00
VOLUME THREE (1997-2004)
0 Wizard exc. 10.00
A KBu, JPe 6.00
B KBu, JPe Sunburst cvr. 12.50
2A KBu, GPe 5.00
2B KBu, JPe painted cvr var. 7.00
3-4 KBu, GPe 5.00
12B KBu GPe Head shot var. cvr 12.00
57-76 GAn 3.50
Returns to Vol. 1 after #84
VOLUME FOUR (2010-PRESENT)
1B BMB JRj 1:15 Heroic Age var. cvr 6.00
1C BMB JRr 1:25 Milo var. cvr 10.00
1D BMB JRj Blank var. cvr 4.00
1E BMB JRj 1:75 JRo. var. cvr 15.00
1F BMB JRj Gatefold var. cvr 45.00
1G BMB JRj Premiere ed. var. cvr 90.00
2B BMB JRj 1:25 Iron Man var. cvr 8.00
2C BMB JRj 1:75 Spider-Woman var. cvr 20.00
3B BMB JRj 1:75 Iron Man var. cvr 20.00
4B BMB JRj 1:..5 Women of Marvel var. cvr 6.00
4C BMB JRj 1:75 Hawkeye var. cvr 22.00
5B BMB JRj 1:15 Super Hero Squad var. cvr 6.00
5C BMB JRj 1:75 Thor var. cvr 30.00

AVENGERS ACADEMY
MARVEL (2010-PRESENT)
1B CGa MMk 1:25 var. cvr 6.00
1C CGa MMk 1:75 var. cvr 25.00
2B CGa MMk 1:25 var. cvr 12.00
3B CGa MMk 1:..5 Women of Marvel var. cvr 9.00
3C CGa MMk 1:25 var. cvr 12.00

AVENGERS: THE CHILDREN'S CRUSADE
MARVEL (2010-PRESENT)
1B AHe JCh Carter Wrench var. cvr 12.00
1C AHe JCh 1:100 Sketch var. cvr 40.00
1D AHe JCh Partial sketch var. cvr 30.00
2B AHe JCh 1:25 JCh var. cvr 12.00

BATMAN
DC (1940-PRESENT)
1 ● Joker ● Cat (Catwoman) 120,000.00
2 ● Selina called Catwoman 20,000.00
3 ● Catwoman in costume 12,300.00
4 ● Gotham City 9,900.00
12 ● Batcave 5,200.00
16 ●&O: Alfred 6,900.00
47 O: Batman 3,900.00
49 ● Mad Hatter, ● Vicki Vale 1,900.00
59 ● Deadshot 700.00
63 ● Killer Moth 360.00
92 ● Bat-Hound 600.00
121 ● Mr. Freeze (as Mr. Zero) 2,500.00
155 ● Penguin in the Silver Age 400.00
171 ● Riddler in the Silver Age 850.00
181 BKa ● Poison Ivy 480.00
189 ● Scarecrow in the Silver Age 250.00
200 Anniv. issue 140.00
232 DGn NAd ● Ra's al Ghul 250.00
234 DGn NAd ● Two-Face in Silver Age 480.00
237 NAd ● The Reaper 275.00
357 ● Jason Todd, ● Killer Croc 100.00
366 GMo GNe ● Jason Todd as Robin 25.00
368 ● Jason Todd as Robin II 20.00
386 ● Black Mask 5.00
400 Stephen King, AAd, JBy, MGr, GPe 18.00
404 FMi DMz "Year One" pt. 1 9.00
405-407 FMi DMz pts. 2-4 6.00
408 MAc CWn O: Post-Crisis Jason Todd 4.00
409 MAC RAn O: Post-Crisis Jason Todd 5.00
410 MAC DCr O: Post-Crisis Jason Todd 5.00
411 MAC DC O: Post-Crisis Jason Todd 5.00
426 ISt JAp "Death in the Family" pt. 1 2.00
427A-427B JSt JAp "Death..." pt 2 9.00
428 ISt JAp "Death..." pt. 3, O: Robin II 10.00
429 JSt JAp "Death..." pt 4, A: Superman 8.00
436A MWo PBi ● Tim Drake 4.00
442 Tim Drake dons Robin costume 4.00
457A ● Tim Drake as Robin III 4.00
475 ● Renee Montoya 10.00
489 ● Azrael in Batsuit 4.00
492A "Knightfall" x-over begins 4.00
492B Platinum var cvr 22.00
497A Bane breaks Batman's back 3.00
500A ● Azrael as all-new Batman 4.00
550A dbl-sz. w/ cards, ● Chase 5.00
567 ● Cassandra Cain 4.50
608A JLb JLe 2.00
608B 2nd print, new cvr 30.00
608C RRP ed. 400.00
608/609 Double-Feature 7.00
609 JLb JLe 6.00
610-611 JLb JLe 3.00
612A JLb JLe 5.00
612B 2nd print B&W cvr 15.00
613-616 JLb JLe 3.00
617 JLb JLe "B-" Jason Todd 8.00
618 JLb JLe A: JLa, Jason Todd 5.00
635 JWi DRy R: Red Hood 4.25
636 JWi DMn TNv 4.00
637 JWi DMn TNv 5.00
655A GMo AKu 3.00
655B GMo AKu 1:10 ADk var 6.00
656-658 GMo AKu 4.00
663 GMo: prose issue 5.00
664-666 GMo AKu 4.00
667-669 GMo HNv 4.00
670A GMo TDa: "Resurrection of Ra's al Ghul" prelude 5.00
670B 1:20 TDa sketch var 20.00
672-675 GMo FDa 4.00
676A GMo "Batman R..P 7.50
676B TDa var 20.00
677A GMo 4.00
677B TDa var 5.00
680B-683B TDa 2.25 var 5.00
686 AKu 50 sketch var. cvr 30.00
687A JWi B: Dick Grayson as Batman 4.00
687B JWi 1:10 IG Jones var. cvr 10.00
688 JWi MBa 4.00
ANNUALS
1A 920.00
1 A: Joker 410.00
HARDCOVERS
Arkham Asylum 30.00
Birth of the Demon DDn NBr 30.00
Bride of the Demon MWd TGr 30.00
Dark Joker The Wild DMo KJo 35.00
Son of the Demon MWd JBl 40.00
Joker: Devil's Advocate 30.00
SPECIALS
Batman/Spider-Man JDe GMo 5.00
Harley Quinn PDi 40.00
In Darkest Night MBa JBr 17.00
Killing Joke Alan EBo Joker shoots Batgirl 20.00
The Man Who Laughs EBo DMn 15.00
Vengeance of Bane ● Bane 8.00
War on Crime PDi ARo 40.00

BATMAN ADVENTURES
DC (1992-1995)
Holiday Special 5.00
Mad Love A: PDi BT 30.00
Mad Love B: PF 25.00

BATMAN AND ROBIN
DC (2009-PRESENT)
1B GMo FQu 25 var cvr 10.00
1C GMo FQu 1:250 sketch var cvr 100.00
2B GMo FQu AKu 1:25 var cvr 10.00

3B GMo FOu TDa ..25 var cvr 10.00
4B GMo FOu PTa ..25 var cvr 8.00
5B GMo PTa ..25 var cvr 8.00
6B GMo PTa ..25 PTa var cvr 8.00
7B-9B GMo CSr 1:25 CSt var cvr 12.00
10B GMo ACl ..25 ACl var cvr 10.00
..B GMo AC 1:25 AC var cvr 10.00
..2B GMo ACl 1:25 AC var cvr 8.00
..3B GMo Fli ..25 Fli var cvr 12.00
..4B GMo Fli 1:25 Fli var cvr 12.00

BATMAN: CACOPHONY
DC (2008-2009)
..A KSm 10.00
..B BSi var 10.00
..C AKu sketch var 10.00
2A KSm 7.00
2B-3B KSm 1:25 var 10.00
2C 3C KSm ..50 sketch var 10.00

BATMAN: THE CULT
DC (1988)
1-4 JSt BWr 6.00

BATMAN THE DARK KNIGHT RETURNS
DC (1986)
1 FMi FMi Future story 15.00
2 FMi FMi new Robin 12.00
3 FMi FMi D: Joker 12.00
4 FMi FMi vs. Superman. D: Alfred 12.00

BATMAN/HELLBOY/STARMAN
DC, DARK HORSE (1999)
1-Iro MMi 25.00

BATMAN: THE RETURN OF BRUCE WAYNE
DC (2010-PRESENT)
..B GMo CSp 1:25 CSp var cvr 12.00
1C GMo CSp ..200 AKu sketch var. cvr. 60.00
2B GMo Fli ..25 Flr var cvr. 8.00
3B GMo Gle 1:25 YPa var. cvr. 8.00
4B GMo CSr 1:25 CSt var cvr. 8.00

BIRDS OF PREY
DC (1998-2009)
1 ..... 8.00
2-4 ..... 7.00
B Barbara & Dick kiss 60.00
42 Power Girl's failed mission 4.00
76 ❶ Black Alice 5.00
Black Canary/Oracle ❶ Team-up 7.50
VOLUME TWO (2010-PRESENT)
1B GSi EBe ..25 CCh var cvr. 15.00
4B GSi EBe 1:10 White Lantern var cvr. 8.00

BLACK WIDOW
MARVEL (1999)
1-3 DGr ..10 ..... 4.00
VOLUME TWO (2004)
1-3 GRu DGr "Breakdown" 4.00
VOLUME THREE (2020)
1-3 GRu GMo "Pale Little Spider" 4.00
VOLUME FOUR (2004)
1-6 RMc Bla 4.00
VOLUME FIVE (2010-PRESENT)
..A MLo Dau 4.00
1B MLo DAc 1:10 photo cvr var 10.00
1C MLo DAc 1:10 Women of Marvel var. cvr. 10.00
1D MLo DAc ..25 PFo var. cvr. 18.00
1E MLo DAc Chicago Con var. cvr. 20.00
2B MLo DAc 1:15 Heroic Age var. cvr. 12.00
2C MLo DAc ..25 SHa var. cvr. 16.00
6B DSw MGa 1:15 ICa var. cvr. 15.00

BLACKEST NIGHT
DC (2009)
0A GJn IRe ..... .00
0B GJn IRe sketch var 85.00
1A GJn IRe 4.00
1B GJn IRe ..25 va vi 25.00
1C GJn IRe 1:25 Ske ch va vi 65.00
1D GJn IRe Red Diamond retailer var. cvr. 35.00
2A GJn IRe 4.00
2B GJn IRe ..25 MCa var. cvr. 25.00
2C GJn IRe 1:200 sketch var cvr. 80.00
3A-5A GJn IRe 4.00
3B-5B GJn IRe 1:25 var. cvr. 12.00
3C-5C GJn IRe 1:100 sketch var. cvr. 50.00
6B-7B GJn IRe ..25 var. cvr. 10.00
6C-7C GJn IRe 1:100 sketch var. cvr. 45.00
MINI-SERIES
Batman A-3A 4.50
Batman ..B-3B 1:25 var cvrs. 12.00
Flash 1A-3A GJns SKo ..... .00
Flash 1B-3B GJns SKo 1:25 var. cvrs. 15.00
Superman JRo EBa 1A-3A 4.50
Superman JRo EBa 1B-3A 10.00
Tales of the Corps ..A-3A PTo 4.00
Tales of the Corps ..B-3B PTo 1:25 var. cvrs. 10.00
Titans 1A-3A Nor EBe 5.00
Titans 1B-3B JKr EBe ..25 var. cvr. 12.00
Wonder Woman 1A-3A GRu NSc 4.50
Wonder Woman 1B-3B GRu NSc ..25 var. cvr. 14.00

BLUE BEETLE
FOX (1939-1950)
1 ..Fi ❶ Blue Beetle 4,000.00

CHARLTON
VOLUME FIVE (1967-1968)
See Captain Atom #83 for ❶: Blue Beetle (Ted Kord)
1 SDi ❶: The Question 300.00
2 SDi ❶: Blue Beetle (Ted Kord) 100.00
3 SDi 90.00
4-5 SDi 80.00

THE BRAVE & THE BOLD
DC (1955-1983)
.. ❶ Viking Prince 4,000.00
25 ❶ Suicide Squad 5,000.00
28 MSa GFo ❶: Justice League of America. ❶: Starro. ❶: Snapper Carr. 30,000.00
29 MSe GFo 2: JLA. 9,000.00
30 MSe GFo 3: JLA, ❶: Prof. Ivo. 7,000.00
34 ❶&O: Hawkman in the Silver Age. ❶: Hawkwoman in the S.A. 6,000.00
54 ❶&O: Teen Titans 2,000.00
57 ❶: Metamorpho 250.00
60 ❶: Wonder Girl (Donna Troy) 2,000.00
62 ❶: Wildcat in Silver Age 200.00
67 B: Batman Team-Ups 220.00

BRIGHTEST DAY
DC (2010-PRESENT)
0B GJn 1:50 IRe var cvr. 12.00
1B GJn 1:50 IRe var cvr. 12.00
2B GJn 1:25 IRe var cvr. 8.00
3B GJn IRe ..25 IRe var cvr. 7.50
4B GJn IRe 1:25 IRe var cvr. 7.50
5B GJn IRe ..25 ..Re var cvr. 6.00
6B GJn IRe 1:25 IRe var cvr. 6.00

CAPTAIN AMERICA
MARVEL
(1968-1996, 2009-PRESENT)
Previously: Tales of Suspense #1-99
100 JKi 125.00
101 JK 25.00
109 Sue JKi D: retold: Cap 160.00
..10 SLe JSe ❶: Rick Jones as Bucky, vs. Hulk. ❶: Viper 75.00
..17 ❶: Falcon 400.00
144 GFr JRo Cap & Falcon split up 50.00
153 C: Jack Monroe (Nomad) 45.00
..54 ❶: Jack Monroe (full) 50.00
..55 C: Jack Monroe 8.00
180 ❶: Nomad 45.00
217 ❶: Marvel Man (Quasar) 20.00
235 FMi Daredevil 40.00
241A MWd FSp vs. Punisher 50.00
253 ❶: Union Jack II 30.00
276 ❶: Baron Zemo II 15.00
282A ❶: Jack Monroe as Nomad 15.00
290 ❶: Sin (Red Skull's daughter) 8.00
454 MWd RGa "Fenal" issue 5.00
600A EBr Returns to original numbering, adding Vol. II-V issues to where Vol. left off 6.00
600B EBr 50/50 ARo var. cvr. 6.00
600C EBr ARo Dy. For. sketch var. cvr. 15.00
601A-601B EBr 5.00
601C EBr sketch var. cvr. 8.00
602 EBr LRo "Tea Bag" poster issue 10.00
603B EBr LRo 1:15 Deadpool var. cvr. 15.00
605B EBr ..15 Iron Man var. cvr. 6.0C
606B EBr 1:15 Heroic Age var cvr. 7.50
609B EBr 1:50 1:15 Women of Marvel var cvr. 7.50
ANNUALS
3 JKi JKi 25.00
4 JKi Mu A: Magneto 25.00
8 MGr MZe A: Wolverine 40.00
SPECIALS
Captain America: White JLb TSa 3.00
Captain America/Citizen V '98 KBu MBa 3.00
Captain America/Nick Fury: Blood Truce 6.00
Captain Am./Nick Fury: The Otherworld War 7.00
VOLUME FIVE (2004-2009)
1 EBb SEp D: Red Skull's C. Winter Soldier 12.00
2 EBb SEp 10.00
3 EBb SEp D: Jack Monroe 10.00
4 EBb SEp 10.00
5 EBb SEp 8.00
6A EBb SEp IR: Winter Soldier 10.00
6B Winter Soldier var. 6.00
7 EBb Jack Monroe's final days 10.00
8A "Winter Soldier" pt. I 10.00
8B 1/u var. 12.00
9 EBb SEp 5.00
11 EBb SEp; D: Winter Soldier 5.00
12-13 EBb SEp 5.00
14 EBb SEp; Bucky regains memory 35.00
15-17 EBb SEp 4.00
18-20 EEB SEp 5.00
21 EBb SEp 4.00
24 EBb; "Civil War" tie-in 7.00
25A EBb SEp D: Steve Rogers 10.00
25B EMc var 15.00
25C WWLA JCa var. 20.00
25E Director's cut 5.00
34A Bucky as Cap 5.00
34B ARo cvr. 5.00
34C OF ARo var. 15.00
41B EBr FCh ape var. cvr. 5.00
44B EBr SBu var. cvr. 7.00
45B EBr villain var. cvr. 7.00
46B EBr 70th anniversary var. cvr. 7.00

CAPTAIN AMERICA COMICS
TIMELY (MARVEL) (1941-1954)
1 JSi JKi ❶&O: Captain America & Bucky, ❶: Red Skull 70,000.00
3 JSi JKi ❶: Stan Lee writing 15,000.00

CAPTAIN AMERICA: REBORN
MARVEL (2009-2010)
1A EBr BHi BHi cvr 7.00
1B EBr BHi ARo cvr. 7.00
1C EBr BHi 2:25 JQu var. cvr. 12.50
1D EBr BHi 1:25 JCa var. cvr. 15.00
1E EBr BHi 1:70 JCa sketch var. cvr 50.00
2A EBr BHi 6.00
2B EBr BHi ..25 TSa var. cvr. 15.00
2C EBr BHi ..25 JCa var. cvr 15.00
2D EBr BHi 1:125 JCa sketch 50.00
2E Marvel Party var. cvr. 100.00
3B-5B EBr BHi 1:25 var. cvrs. 12.00
6B EBr BHi 1:25 JCa var. cvr. 15.00
6C EBr BHi 1:50 JQu var. cvr. 45.00

CAPTAIN ATOM
Charlton (1965-1967)
Previously: Strange Suspense Stories
78 SDi First issue 100.00
79-82 SDi 75.00
83 SDi ❶: Blue Beetle II (Ted Kord) 150.00
84 SDi ❶: new Captain Atom 110.00
85-89 SDi 50.00

CHEW
IMAGE (2009)
1A JLa RGu 100.00
1B JLa RGu Second Print 8.00
1C JLa RGu Larry's var., only 1,000 ..... 20.00
2 JLa RGu 20.00
3-4 JLa RGu 8.00
5 JLa RGu 6.00
6 JLa RGu 5.00
7 JLa RGu 4.00

CONAN THE BARBARIAN
MARVEL (1970-1993)
1 RTh BSm ❶: Conan in comics. 650.00
2 RTh BSm 250.00
3 RTh BSm, scarce 260.00
23 ❶: Red Sonja 100.00
275 Final issue, scarce 75.00

CRISIS ON INFINITE EARTHS
DC (1985-1986)
1 MWa GPe ❶: Psycho. ❶: Blue Beetle II (DC Comics) 4.00
2-3 MWa GPe C: Anti-Monitor (shadow) 4.00
4 MWa GPe ❶&O: Lady Quark. ❶&O: Dr. Light II. D: Monitor 4.00
5 MWa GPe ❶: Anti-Monitor 4.00
6 MWa GPe ❶: Captain Atom (in DC) 5.00
7 MWa GPE D: Supergirl 8.00
8 MWa GPe D: Flash (Barry Allen) 8.00
9-10 MWa GPe 5.00
11 MWa GPe single Earth created 4.00
12 MWa GPe Earth-2 Superman, Lois Lane, Alex Luthor and Superboy-Prime separately depart universe 4.00

DAREDEVIL
MARVEL
(1964-1998, 2009-PRESENT)
1A SLe BEv ❶&O: Daredevil, ❶: Foggy Nelson 7,000.00
2 SLe JKd Electro 850.00
3 SLe JKd ❶: Owl 400.00
4 SLe JDd ❶: Purple Man 500.00
5 SLe WWo ❶: Matador 375.00
6 SLe WWo ❶: Mr. Fear 215.00
7 SLe WWo ❶: red costume 3,000.00
57 RR to Karen Page 100.00
81 B: Black Widow as DD's co-star 50.00
131 ❶&O: Bullseye II 150.00
132A A: Bullseye 50.00
132B A: Bullseye; $0.30 var. cvr. 225.00
141-146 A: Bullseye 19.00
146B $0.35 var. cvr. 38.00
158 MWo FMi ❶: FMi on title 180.00
159 RMc FMi A: Bullseye 75.00
160-161 RMc FMi 22.00
163 RMc FMi 19.00
164 RMc FMi O retold: Daredevil 18.00
165 FMi FMi 17.00
166 RMc FMi 16.00
167 FMi FMi 15.00
168 FMi FMi ❶: Elektra 200.00
169 FM FMi 30.00
170-172 FMi FMi 15.00
173 FMi FMi 12.00
174 FMi FMi A: Elektra, ❶: the Hand 20.00
175 FMi FMi A: Elektra, "D:" the Hand 17.00
176 FMi FMi A: Elektra, ❶: Stick 25.00
181 FMi "D:" Elektra 25.00
182-184 FMi KJo A: Punisher 10.00
185-188 FMi KJo 7.00
189 FMi KJo D: Stick 8.00
190 FMi KJo "R:" Elektra 8.00
219 FMi 6.00
226 FMi 5.00
227-231 FMi DMa "Born Again" 4.00
232 FMi DMa ❶: Nuke 6.00
233 FMi DMa "Born Again" 3.00
254 ANo JRj ❶&O: Typhoid Mary 4.50
270 ❶: Blackheart 5.00
500A Returns to original numbering, adding Vol. II issues to where Vol. left off 5.00
500B 70th anniversary var. cvr 8.00
500C ..25 GDa var cvr 8.00
500D ..25 GDo var cvr. 10.00
500E ARo DF var. cvr. 10.00
501B ADi MCe ..20 Tim Sale var cvr. 12.00
505B ADi MCe 1:15 Deadpool var. cvr. 15.00
VOLUME TWO (1998-2009)
1/2 Wizard mail-away 5.00
1A "Marvel Knights" KSm JQu 15.00
1C Authentix sketch cvr. 22.00
1D Authentix sketch NOTE: No price listed since each issue includes customized sketch: 500 made
2A JQu cvr. 6.50
2B JLp cvr 5.00
5A KSm JQu D: Karen Page 7.00
5B JQu var. 5.00
6 KSm JQu 4.00
7 KSm JQu D: Mysterio 4.50
8 KSm JQu 4.50
9 ❶: Echo later becomes Ronin. 5.00
16 1st BMB on DD 3.00
26 BMB AMa begin run. 4.00
32 1R, DD 5.00
81 Final BMB AMa issue; Murdock imprisoned 4.00
82A EBb MLr "D:" Foggy Nelson 5.00
82B SMn ..20 var. cvr. 10.00
VISION QUEST TPB 15.00
Returns to Vol. 1 after #119

DARK AVENGERS
MARVEL (2008-PRESENT)
..A BMB MDe 5.00
1B BMB MDe 1:20 MDe var. 12.00
1D BMB MDe ..50 AGr var. 15.00
1F BMB MDe NYCC var. 12.00
2A BMB MDe 4.00
2B BMB MDe 1:15 Choi var. cvr. 8.00
3B BMB MDe 1:15 DAc 12.00
4B BMB MDe 1:15 SCa var. cvr. 12.00
5B BMB MDe 1:15 KPh var cvr. 10.00
6B BMB MDe 1:15 RSa var. cvr. 10.00
7B MFr MDe ..20 SBa var. cvr. 10.00
8B MFr MDe SBa var. cvr. 10.00
8C MFr MDe 70th anniversary var. cvr. 10.00
9B MFr ..25 SBa var. cvr. 10.00
14B BMB MDe ..15 Deadpool var. cvr. 14.00
UTOPIA
..A MFr MSi 5.00
..B MFr MSi 1:20 Jae Lee var. cvr 15.00
..C MFr MSi 1:20 SBi var. cvr. 15.00

DARK HORSE PRESENTS
DARK HORSE (1986-2000)
..A PCh ❶: Concrete 8.00
..D ❶: The Mask 7.00
24 O: Aliens 10.00
36A ❶: Aliens vs. Predator 4.00
36B Painted cover var. 5.00
51 FMi Sin City 20.00
52-62 FMi Sin City 10.00
88 MMi A. Hellboy 25.00
89-91 MMi A. Hellboy 25.00
157 EPo A. Goon 4.00
FIFTH ANNI. SPECIAL ❶: Sin City 20.00
ANNUAL 1998 ❶: Buffy the Vampire Slayer in comics: MMi cvr. 30.00

DARK REIGN: THE LIST
MARVEL (2009)
Amazing Spider-Man 1B ..100 white var. 65.00
Amazing Spider-Man 1C ..200 var. 20.00
Avengers 1B 1:100 white var. 40.00
Daredevil 1B 1:100 white var. 40.00
Incredible Hulk 1B 1:100 white var. 40.00
Punisher ..B 1:100 white var. 40.00
Secret Warriors 1B ..100 white var. 40.00
Wolverine 1B 1:100 white var. 40.00
X-Men 1B ..100 white var. 40.00

DARK WOLVERINE
MARVEL (2008-PRESENT)
Previously: Wolverine (Vol. III) #1-74
75B ML DWa GCm 1:15 MDj var. cvr 12.00
76B ML DWa GCm ..10 SGs var. cvr 8.00
76C ML DWa GCm 1:20 MCh var. cvr. 12.00
77B ML DWa GCm ..10 70 anni. frame var. 8.00
77C ML DWa GCm 1:20 RSn var. cvr. 12.00
78B M.. DWa GCm 1:10 DAc var. cvr. 8.00
79B ML DWa GCm 1:..5 KPh var. cvr. 8.00
79C ML DWa GCm ..15 Zombie var. cvr. 8.00
80B ML DWa GCm 1:15 SCs var. cvr. 10.00
83B ML DWa GCm 1:15 Deadpool var. cvr. 10.00

DARKWING DUCK
BOOM! STUDIOS (2010-PRESENT)
1A Magic Eye Studios var. cvr. 7.00
..B JSw var. cvr. 7.00
1C ..10 Dark Knight parody var. cvr. 12.00

DC COMICS PRESENTS
DC (1978-1986)
1A Superman/Flash race 70.00
1B Whitman var., no # on cvr. 22.00
2A Superman/Flash race 20.00
2B Whitman., scarce: no issue # on cvr. 30.00
26 ❶: New Teen Titans 66.00
27 1St ❶: Mongul 30.00
47 ❶: He-Man in comics. 100.00
85 AMo A. Swamp Thing 10.00
86 A: Supergirl, "Crisis on Infinite Earths" 20.00
87 Crisis Cross-over, ❶: Superboy Prime 40.00
94 A: Lady Quark. Hair changer. "Crisis" 2.00
97 A. Phantom Zone. Final issue 2.00

DC SPECIAL SERIES
DC (1977-1981)
21 Super-Star Holiday Special
❶: Frank Miller on Batman 25.00
27 Batman vs. The Incredible Hulk 80.00

DC SUPER STARS
DC (1976-1978)
17 Secret Origins of Super Heroes
M: Earth-II Batman & Catwoman. 75.00

DC UNIVERSE: LEGACIES
DC (2010-PRESENT)
1B LWe AKu JKI ..25 JSe var. cvr. 2.00
2B LWe SKo JHW ..25 JHW var. cvr. 12.00
3B LWe JLGi 1:25 DGi var. cvr. 12.00

DEADPOOL
MARVEL (1993)
1 FNi IMit "The Circle Chase" 7.00
2-4 FNi PMG 5.00
[redacted] ..... .00
VOLUME TWO (1994)
.. MWd "Sins of the Past" 7.00
2-4 MWd 5.00
[redacted] 5.00
VOLUME THREE (1998-2002)
.. JKe EMr First Regular Series 12.00
2 JKe EMc 6.50
3-4 JKe EMc 6.00
5 JKe EMc 7.00
6 JKe EMc 6.00
7 JKe EMc 6.50
8-9 JKe EMc 9.00
10 JKe 8.00
11 JKe poses as Peter Parker 20.00
12B DC headshot cvr spoof. 20.00
13 2D JKe 5.00
21-3.. Ke 5.00
33 ..ast JKe issue 6.00
34-4.. ..... 4.00
42 C. Joe cvr. 20.00
43 ..... 4.00
44 CPr Cat Trap pt 1 ..... 25.00
45 ..... 4.00
46-48 PEh 7.00
49-5.. ..... 6.00
54 vs. Punisher 40.00
55 vs. Punisher 40.00
56 ..... 4.00
57-60 "Agent of Weapon X" 12.00
61 "Funeral For a Freak" 15.00
62-64 "Funeral For a Freak" 8.00
65-66 GSi JDo 8.00
67 GSi JDo 15.00
68-69 GSi JDo 25.00
TPB Mission Impossible 40.00
VOLUME FOUR (2008-PRESENT)
..A DWa 7.00
..B DWa 1:25 Jefield var. cvr 27.00
2A DWa 6.50
2B DWa ..20 EMc var cvr 15.00
3-4 DWa 6.00
5-7 DWa 5.00
8-10 DWa 4.00
13B DWa 1:10 70th ann. var. cvr. 12.00
22B DWa 1:15 Iron Man var. cvr. 10.00
23B DWa 1:..5 Heroic Age var. cvr. 10.00
SPECIALS
Baby's First Deadpool Book 35.00
Daredevil '97 ..... 15.00
Death '98 ..... 20.00
Encyclopedia Deadpoolica 50.00
Ex. Summer Fun Spectacular (2007) 10.00
Rank and Foul (2010) 4.00

DEADPOOL TEAM-UP
MARVEL (2010-PRESENT)
Note: This series started w/#899 and has been counting backwards since.
894B 1:15 Iron Man var cvr. 9.00
893B ..15 Heroic Age var cvr. 12.00
SPECIALS
Widdle Wade (1998) 12.00

DEATH OF WOLVERINE
MARVEL (2010)
One Shot: WGa GCa A: "Curse of the Mutants" 6.00

DETECTIVE COMICS
DC (1937-PRESENT)
27 ❶: Batman. ❶: Commissioner Gordon. ❶: Batman cvr 900,000.00
28 2nd: Batman 80,000.00
29 2nd Batman cvr. ❶: utility belt 45,900.00
31 ❶: Batarang; ❶: Batplane 40,000.00
38 ❶: Robin. 150,000.00
58 ❶: Penguin 10,000.00
66 ❶&O: Two-Face 4,700.00
108 ❶: Batsignal 900.00
140 ❶: Riddler 10,000.00
168 O: Joker ❶: Red Hood 6,000.00
225 ❶&O: Martian Manhunter 10,000.00
230 ❶: Mad Hatter 650.00
233 ❶&O: Batwoman 3,500.00
235 O: Batman's costume 1,500.00
267 ❶&O: Bat-Mite 800.00
273 IR: JDon JOrd2 ..... 400.00
298 ❶: Clayface II 1,200.00
311 ❶&O: Cat-Man 200.00
327 25th anniv., symbol change 140.00
359 ❶&O: Batgirl (Barbara Gordon) 2,000.00
371 ❶: Batmobile from TV 150.00
395 1st DOn/NAd Batman story 350.00
400 NAd ❶: Man-Bat 450.00
4.. ❶: Talia 400.00
44. ❶: Harvey Bullock. 100 pgs 150.00
463 ❶: Calculator 70.00
474 SEn MRo R: Deadshot 135.00
478 LWe MRo ❶: Clayface III 80.00
485 GCy DNe O: Batwoman (Kathy Kane) 25.00
578 MWb FMc D: Reaper, D: Joe Chill 10.00
583 ❶: Ventriloquist & Scarface 8.00
700A dbl-sz cardstock cvr R: Bane 5.00
732-740 GRu "No Man's Land" 4.00
74. GRu D: Sarah Essen Gordon 4.00
742 ❶: Crispus Allen 5.00
743-753, 755-775 GRu 3.00
783 GRu "Death and the Maidens" Prequel. 3.00
851A Last Rites 5.00
851B Last Rites 1:25 TDa var. cvr. 10.00
853A NGa AKu 8.00
853B NGa AKu 1:50 sketch cvr. 25.00
854A GRu JHW B: Batwoman 5.00
854B GRu JHW 1:..0 LG. Jones var. cvr. 10.00

PG KEY

❶ ..... First Appearance of	M ..... Married
anniv ..... Anniversary issue	O ..... Origin
A ..... Appearance	p ..... part #
B ..... Begin stories with	PF ..... Prestige Format
C ..... Cameo that pre-dates ❶	Q ..... Quits
cvr ..... Cover	R ..... Return of
D ..... Death/Destruction of	SC ..... Softcover
GN ..... Graphic Novel	SZ ..... Size
HC ..... Hardcover	s&# ..... signed and numbered
I ..... identity revealed	TPB ..... Trade Paperback
..... Joins	w/ ..... With
..... Last story with	w/o ..... Without

All books listed in the Wizard Price Guide are valued at Near Mint prices. This is the same as a 9.4 CGC-graded book for Modern and Bronze Age books, or 9.0 for everything else. Books in higher grades are worth more than the value listed in the guide.

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855 GRu JHW 4.00
858B GRu JHW 1:10 AHu var. cvr 14.00
859B GRu JHW 1:10 Jock var. cvr 12.00
860B GRu JHW 1:10 ARo var. cvr 12.00

DOORWAY TO NIGHTMARE
DC (1978)
1 DMi VMa ●: Madame Xanadu 50.00
2-4 A: Madame Xanadu 10.00
5 Final Issue, A: Madame Xanadu 12.00

FANTASTIC FOUR
MARVEL
(1961-1996, 2003-PRESENT)
1A SLe JKi ●&O: Fantastic Four, Marvel's 1st Silver Age superhero team, ●: Mole Man 100,000.00
1B Golden Record reprint w/record 310.00
1C Golden Record reprint w/o cvr. price 210.00
3 ●: costumes & Fantasti-Car 5,000.00
4 SLe JKi Re-Intro: Sub-Mariner, ●: since Golden Age 7,000.00
5 SLe JKi ●&O: Dr. Doom 20,000.00
6 SLe JKi Dr. Doom, Namor, 1st Marvel villain team-up 4,000.00
8 SLe JKi ●: Puppet Master, ●: Alicia Masters 8,000.00
10 SLe JKi Dr. Doom, ●: Ovoids 2,000.00
11 SLe JKi ●: Willie Lumpkin, ●: Impossible Man 2,500.00
12 SLe JKi ●: Hulk vs. Thing 10,000.00
13 SLe JKi ●: Watcher, ●: Red Ghost 910.00
14 SLe JKi Sub-Mariner 560.00
15 SLe JKi ●: Mad Thinker, ●: Awesome Android 540.00
16-18 SLe JKi 350.00
19 SLe JKi ●: Rama-Tut 1,000.00
20 SLe JKi ●: Molecule Man 535.00
21 SLe JKi ●: Hate Monger 675.00
22-24 SLe JKi 250.00
25 SLe JKi Hulk vs. Thing 900.00
26 SLe JKi Hulk vs. Thing 870.00
27-29 SLe JKi 250.00
30 SLe JKi ●: Diablo 325.00
31-32 SLe JKi 175.00
33 ●: Attuma 210.00
34 SLe JKi 160.00
35 SLe JKi ●: Dragon Man, Reed & Sue get engaged 280.00
36 ●: Frightful Four, ●: Medusa 240.00
37 ..... 300.00
45 ●: Black Bolt, ●: Crystal, ●: Karnak 225.00
46 SLe JKi ●: Inhumans 130.00
47 SLe JKi ●: Maximus 110.00
48 SLe JKi ●: Silver Surfer 900.00
49 SLe JKi ●: Galactus, Silver Surfer, ●: Galactus' Punisher Robot 550.00
50 SLe JKi ●: Wyatt Wingfoot 1,000.00
51 SLe JKi "This Man...This Monster" 210.00
52 SLe JKi ●: Black Panther 400.00
53 SLe JKi ●: Klaw, O: Black Panther 200.00
55 SLe JKi A: Silver Surfer 225.00
56 SLe JKi A: Silver Surfer 140.00
57 SLe JKi Doom defeats Silver Surfer 85.00
62 SLe JKi ●: Blastaar 50.00
64 SLe JKi ●: The Kree 50.00
65 SLe JKi ●: Ronan the Accuser, ●: Supreme Intelligence 55.00
66 SLe JKi O: Him (Adam Warlock) 150.00
72 SLe JKi A: Silver Surfer 90.00
73 SLe JKi A: Spider-Man, Thor, Daredevil 90.00
74-77 SLe JKi A: Silver Surfer 100.00
94 SLe JKi ●: Agatha Harkness 38.00
110A green Thing, pink costumes 300.00
110B corrected color 55.00
112 SLe JBu Hulk vs. Thing 140.00
150 GCy RBu M: Crystal & Quicksilver; x-over w/Avengers #127 ..... 50.00
166-167 RTh GPe vs. Hulk 12.00
168 RTh RBu O: Thing, I: Luke Cage 9.00
209 MWo JBy ●: H.E.R.B.I.E., Nova 7.50
210 MWo JBy 5.00
211 JBy ●: Terrax 10.00
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245-295 JBy JBy 4.00
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527C WWPA excl.; sketch cvr. 4.00
536A JMS MMi R: Mjolnir 5.00
536B JMS MMi 2nd print BHi var. cvr. 4.00
537 JMS MMi "Civil War" tie-in 5.00
546B OMd PPe Wizard World Philly var. 20.00
554A MMr BHi 3.00
554B MMr BHi 1:15 SBa var. 8.00
554C MMr BHi 1:50 ASy Skrull var. 15.00
554D Coliseum of Comics: same cvr as 1:50 ..... 5.00
555B NYCC Variant 10.00
570B JHi DEa 70th anniversary var. cvr. 5.00
570C JHi DEa 1:100 JCa sketch var. cvr. 18.00
571B JHi DEa SHS var. cvr. 7.00
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576B JHi DEa 1:15 Deadpool var. cvr. 12.00

ANNUALS
1 SLe JKi O: Namor, ●: Leonid McKenzie, ●: Princess Fen; A: Spider-Man 1,000.00
3 SLe JKi M: Reed & Sue 300.00
6 SLe JKi ●: Annihilus, Franklin born 100.00

GIANT SIZE
4 CCI JBu ●&O: Jamie Madrox 60.00

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Wizard 1/2 ..... 8.00
1A SLo ADa 3.00
1B Sunburst cvr. 5.50
22 CCI SLa ●: Valeria 3.00
60A $0.99 version 3.00
60B Book store $2.25 var. cvr. 10.00
60C Baltimore Comic Con var. cvr. 15.00
61 1st MWd MWi 3.00
67 "Unthinkable"; A: Dr. Doom 6.00
Returns to Vol. 1 after #70

FLASH
DC (1959-1985)
See Showcase #4 for ●:Silver Age Flash; Previously: Flash Comics
105 GFo Cln ●: Mirror Master 16,000.00
106 GFo Cln ●&O: Gorilla Grodd & Pied Piper 8,000.00
110 GFo Cln ●&O: Kid Flash, ●: Weather Wizard 5,000.00
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113 Cln ●&O: Trickster 2,000.00
117 Cln ●: Captain Boomerang 850.00
119 M: Elongated Man & Sue Dibny 650.00
122 ●&O: The Top 500.00
123 GFo Cln ●: Golden Age Flash in Silver Age, ●: Earth-2 ..... 5,300.00
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129 Golden Age Flash; ●: several G.A. heroes in S.A. 550.00
137 ●: J.S.A in Silver Age 420.00
139 ●&O: Prof. Zoom (Reverse-Flash) 325.00
140 ●&O: Heat Wave 225.00
143 ●: T.O. Morrow 125.00
151 Barry engaged to Iris 125.00
165 M: Barry Allen & Iris West 100.00
175 Superman/Flash race 350.00
243 "D:" The Top 20.00
276 "D:" Iris West 25.00
289 1st DC art by GPe, B: Firestorm 25.00
324 O: Reverse Flash 10.00
340-348 CBa Cln "The Trial of the Flash" 10.00
349 CBa Cln "The Trial of the Flash" 14.00
350 CBa Cln Final issue 18.00

VOLUME TWO (1987-2006)
Wizard 1/2 prelude to "Rogue War" 10.00
0 MWd MWi 4.00
1 MBa JGu New Teen Titans 6.00
53 WML Flash/Superman race 6.00
62 ●: MWd on Flash "Year One" 5.00
63-65 "Year One" 5.00
66-69 MWd GLa 4.00
70 MWd GLa A: Green Lantern 5.00
71-72 MWd GLa 4.00
73 MWd GLa "R:" Barry Allen 6.00
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79 Wally vs. Prof. Zoom, dbl-sz. 6.00
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219 GJn Wonder Woman x-over, A: Zoom 9.00
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231C Diamond Retailer var. cvr. 30.00

ANNUALS
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1B GJn FMa 1:25 THa var. cvr. 12.00
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2B GJn FMa 1:10 RSo var. cvr. 8.00

SPECIALS
Iron Heights GJn EVa 12.00

FLASH COMICS
DC (1940-1949)
1 ●&O: Flash, ●&O: Hawkman, ●&O: Johnny Thunder, ●: Shiera Sanders (Hawkgirl) 100,600.00
6 2nd Flash cvr. 8,000.00
32 Classic Hawkman cvr. 3,000.00
33 O: Shade 3,300.00
36 ●: Rag Doll 1,500.00
24 Shiera becomes Hawkgirl 3,000.00
62 Hawkman by JKu begins 1,500.00
86 ●: Black Canary 3,000.00
92 1st solo Black Canary, scarce 5,000.00
104 O: The Flash retold; scarce 11,000.00

FLASH: REBIRTH
DC (2009-2010)
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1B-6B GJn EVa 1:25 var. cvr. 15.00

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DC (1997-PRESENT)
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2 (1999) MWd BAu 5.00
3 (2001) GJn ●: Hunter Zolomon 8.00
4 (2010) GJn SKo FMa 4.00

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81 Demon leaves Johnny Blaze 20.00

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81-90 ..... 8.00
91 ..... 12.00
92 ..... 15.00
93 dbl-sz. final issue 22.00

SPECIALS
Crossroads (1995) 12.00
Finale (2007) Unpublished #94 w/#93 r. 6.00
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MARVEL (1982-1994)
1 LHa 45.00
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26 LHa O: Snake Eyes 22.00
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46 LHa Snake Eyes & Storm Shadow 8.00
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95-96 LHa Snake Eyes 20.00
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144 LHa O: Snake Eyes 20.00
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155 LHa 120.00

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156C LHa 1:10 Sketch var. cvr. 8.00

GREEN ARROW
DC (1983)
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VOLUME TWO (1987-1998)
101 "D:" Green Arrow (Oliver Queen) 40.00

VOLUME FOUR (2010)
Previously: Green Arrow / Black Canary #1-29
30A "Blackest Night" 4.00
30B "Blackest Night" 1:25 var. cv 12.00
31A "Rise and Fall" 8.00
31B "Rise and Fall" 1:25 MMw var. cvr. 20.00
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32 JKr "Rise and Fall" 4.00

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1 JBm GKa ●: Guardians of the Universe, O: Green Lantern 14,250.00
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16 ●&O: Star Sapphire 575.00
21 ●&O: Dr. Polaris 130.00
23 ●: Tattooed Man 110.00
24 ●: Shark 110.00
29 ●: Black Hand; JLA 320.00
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37 ●: Evil Star 140.00
40 O: Guardians; Crisis, G.A. GL 450.00
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76 DOn NAd A: Green Arrow 2,500.00
77-79 DOn NAd A: Green Arrow 350.00
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198 D: Tomar-Re 5.00
Becomes Green Lantern Corps w/#201

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0 (8/94) Kyle Rayner vs. Hal Jordan 4.00
1 GJo PBr Justice League 5.00
46 A: Mongul, Cyborg Superman 6.00
47 A: Green Arrow 12.00
48 BWi NMz ●: Kyle Rayner 12.00
49 RMz O: Corps, R: Sinestro 8.00
50 RMz DBk ●: Kyle Rayner as Green Lanter, "D:" Sinestro 5.00
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64 A: Parallax 12.00
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36 A Prelude to "Blackest Night" 12.00
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38 GJn 7.00
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39B GJn 1:25 Hal Jordan var. cvr. 14.00
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42A GJn Blackest Night Prequel 5.00
42B GJn 1:25 Barrows var. cvr. 10.00
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49B GJn DMh 1:25 RMi var. cvr. 12.00
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50C GJn DMh 1:100 sketch var. cvr. 50.00
51B GJn DMh 1:25 GHo var. cvr. 15.00
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SPECIALS
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Sinestro Corps Secret Files (2007) 6.00

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DC (1986-1988)
201 ●: Kilowog 8.00

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1-6 DGb PRo 4.00
7-10 KCh PRo 5.00
11-13 DGb PRo 6.00
14-19 ..... 4.00
34A Prelude to "Blackest Night" 6.00
34B Prelude to "Blackest Night" 1:25 var. 15.00
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35B RMi var. cvr. 18.00
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38A PTo Blackest Night Prequel 4.00
38B PTo 1:25 Migliari var. cvr. 12.50
39B PTo 1:25 Migliari var. cvr. 12.50
40B-43B PTo Blackest Night, 1:25 var. cvrs. 14.00
44B PTo PGl 1:25 GHo var. cvr. 14.00
45B PTo PGl 1:25 BBo var. cvr. 14.00
46B PTo 1:25 GHo var. cvr. 14.00
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HOUSE OF SECRETS
DC (1956-1978)
72 ●: Mark Merlin 200.00
61 ●: Eclipso 350.00
73 ●: Prince Ra-Man 100.00
81 2nd A: Abel (see DC Special #4 for ●) 300.00
92 BWr ●: Swamp Thing 1,650.00

HULK
MARVEL (1999-2000)
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1A JBy RGa 7.00
1B JBy RGa Sunburst var. cvr. 12.00
1C JBy RGa A: Wolverine 40.00
Becomes Incredible Hulk, Vol. III, w/#12

VOLUME TWO (2008-PRESENT)
1A JLb EMc 12.00
1B 1:20 DAc var. 20.00
1C 1:50 EMc var. 25.00
1D Atomic Comics var. 12.00
1E DF DKe var. 10.00
1F MTu WWLA var. 14.00
1G 2nd print wrap var. 6.00
2A JLb EMc 6.00
2B 1:20 MDj var. 10.00
2C B&W Retailer var. 25.00
3A JLb EMc 6.00
3B JLb 1:20 DFi var. 12.00
4A JLb Green Hulk cvr. 6.00
4B JLb Red Hulk cvr. 4.00
6C-7C JLb MTu var. cvr. 6.00
8C JLb SBu var. cvr. 6.00
9C-9D JLb EMc Santa var.cvrs 6.00
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14D JLb 1:200 Deadpool var. cvr. 60.00
14E Second print var. cvr. 4.50
15B JLb 1:15 EMc var. cvr. 12.00
16A JLb A: Deadpool 6.00
16B JLb 1:15 EMc var. cvr. 12.00
16C JLb 1:200 EMc Deadpool var. cvr. 120.00
17B JLb 1:15 A: Deadpool 14.00
18B JLb 1:12 EMc var. cvr. 10.00
18C JLb 1:20 Santa var. cvr. 12.00
19B JLb 1:20 MDj var. cvr. 15.00
20B JLb EMc 1:20 MDj var. cvr. 15.00
21B JLb 1:25 FCh var. cvr. 10.00
22B JLb 1:20 DFi var. cvr. 10.00
23B JLb EMc 1:20 AdK var. cvr. 10.00
24B JLb EMc 1:25 DKe var. cvr. 10.00

IMAGE UNITED
IMAGE (2009-PRESENT)
1A-1F TMc MSi ELa 4.00
1G 1:50 TMc sketch var. cvr. 10.00
1H 1:100 JLe sketch var. cvr. 15.00
1I Larry's Comics Exclusive RLi cvr. 7.00
2G 1:10 GCa var. cvr. 5.00
2H 1:50 TMc sketch var. cvr. 9.00
2I 1:100 GCa sketch var. cvr. 14.00
Interlude (2010) 4.00

INCREDIBLE HULK
MARVEL (1962-1963)
1 SLe JKi ●&O: Hulk, ●: Rick Jones, ●: General Ross, ●: Betty Ross 100,000.00
2 SLe JKi ●: Toad Men 5,500.00
3 SLe JKi ●: Ringmaster, O retold: Hulk 6,000.00
4 SLe JKi ●: Mongu 2,300.00
5 SLe JKi ●: Tyrannus 2,225.00
6 SLe SDi ●: Metal Master 2,475.00

VOLUME TWO (1968-1999, 2007-PRESENT)
Previously: Tales to Astonish
102 O: Hulk 525.00
103 ●: Space Parasite 130.00
109-110 SLe MTr Xa-Zar 60.00
118 vs. Sub-Mariner 55.00
122 Hulk vs. Thing 60.00
126 RTh MTr ●: Valkyrie 150.00
131 RTh MTr ●: Jim Wilson 150.00
141 RTh MTr ●&O: Doc Samson 200.00
145 RTh MTr O retold: Hulk 100.00
162 SEn MTr ●: Wendigo 160.00
177 RTh MTr "D:" Adam Warlock 45.00
178 RTh MTr R: Adam Warlock 45.00
180 LWe MTr Wendigo, C: Wolverine 550.00
181A LWe MTr ●: Wolverine, Wendigo 2,000.00
182 LWe MTr A: Wolverine 300.00
234 ●: Quasar (Marvel Man) 6.00
318 JBy JBy Bruce & Betty get engaged 2.75
319 JBy JBy M: Bruce & Betty 3.00
324 R: Grey Hulk 6.00
326 Grey Hulk vs. Green Hulk 5.00
328 PDa ●: PDa on Hulk 5.00
330 TMc "D:" General Ross 7.00
331 PDa TMc Grey Hulk 7.00
332 PDa TMc 4.00
340 PDa TMc vs. Wolverine 50.00
341 PDa TMc 7.00
342-344 PDa TMc 6.00
345 PDa TMc 7.50
346 PDa TMc 6.00
367 PDa DKe ●: DKe on Hulk 5.00
372 PDa DKe R: Green Hulk 4.00
379 PDa DKe ●: Pantheon 3.00
393 PDa DKe green foil cvr.; O: Hulk 4.00
418A PDa GFK M: Rick Jones & Marlo 3.00
447B variant "Tank-smashing" cvr. 4.00
449 PDa ●: Thunderbolts 6.00
466 PDa O: Betty Ross 3.00
467 Last in PDa's run 3.00
474 "Final" issue; rare 9.00
600A Returns to original numbering, adding Vol. III issues to where Vol. II left off 5.00
600B EMc cvr. 5.00
600C 1:25 TSa var. cvr. 12.00
600D Dy. For. ARo var. cvr. 12.00
600E Second print var. cvr. 6.00
601B 70th anniversary frame var. cvr. 5.00
601C 1:25 EMc var. cvr. 10.00
602B SHS var. cvr. 6.00
603B SHS var. cvr. 6.00
603C 1:10 zombie var. cvr. 6.00
604B MDj 70th anniversary var. cvr. 6.00
605B MDj 70th anniversary var. cvr. 8.00
606B GPk PPe 1:15 MDj var. cvr. 15.00
607B GPk PPe 1:25 EMc var. cvr. 15.00
608B GPk PPe 1:25 FCh var. cvr. 20.00
609B GPk PPe 1:20 DFi var. cvr. 12.50
610B GPk PPe 1:20 AdK var. cvr. 10.00
611B GPk PPe 1:25 DKe var. cvr. 15.00
INCREDIBLE HULK VS. VENOM PDa 12.00
THE END PDa DKe 12.00

FUTURE IMPERFECT
1-2 PDa GPe PF, ●: The Maestro 6.50

ANNUALS AND SPECIALS
Annual 1 Hulk vs. Inhumans 125.00
Incredible Hulk and Wolverine (1986) 8.00
The End (2002) 30.00
Incredible Hulk vs. Superman (1999) 20.00
Incredible Hulk vs. Venom (1994) 16.00

VOLUME THREE (2000-2007)
Previously: The Hulk #1-11
90-91 DWa 10.00
92A GPk; B: "Planet Hulk" 15.00
92B BHi second print var. 9.00
93-95 GPk "Planet Hulk" 8.00
96-97 GPk "Planet Hulk" 5.00
98A GPk "Planet Hulk" 5.00
98B GPk JLd sketch var. cvr. 10.00
99 GPk "Planet Hulk" 6.00
100A GPk "Planet Hulk" 4.00
100B GPk MTu 1:10 Green var. 15.00
100C GPk MTu 1:50 Gray var. 50.00

101-103 GPk "Planet Hulk" 8.00
104 GPk "Planet Hulk" 9.00
105 GPk 5.00
106A GPk; B: "World War Hulk" 5.00
107-110 GPk "World War Hulk" 3.00
111A GPk "World War Hulk" 3.00
111B GPk zombie var. cvr. 6.00
112 GPk FVL A: Hercules 3.00
Returns to Vol. II after #112
SPECIALS
Giant Size 1 "Planet Hulk" 6.00

INVINCIBLE IRON MAN
MARVEL (2008-PRESENT)
1A MFr SLa 9.00
1B MFr SLa JQu var. cvr. 7.00
1C 1:25 MBj var. 25.00
1D 1:25 BTn var. 25.00
1E 1:25 BLy var. 25.00
1F Movie var. cvr. 12.00
1G 1:100 Movie var. 30.00
1H WWPA sketch var. 10.00
1I Book Market var. 20.00
1J Wizard World Philly var. 30.00
2A MFr SLa 6.00
2B MFr SLa BPe var. cvr. 8.00
3A MFr SLa 8.00
3B MFr SLa TCh var. cvr. 12.00
4A MFr SLa 6.00
4B MFr SLa GDo var. cvr. 9.00
5B MFr SLa RMe var. cvr. 6.00
5C MFr SLa Monkey var. cvr. 8.00
6A MFr SLa 6.00
6B MFr SLa DAj var. cvr. 9.00
7 MFr SLa A: Spider-Man 5.00
8A MFr SLa "World's Most Wanted" 8.00
8B MFr SLa Villain var. cvr. 10.00
9A MFr SLa "World's Most Wanted" 8.00
10A MFr SLa 8.00
10B MFr SLa Secret Barcode var. 20.00
11A MFr SLa 6.00
12-13 MFr SLa 5.00
14A 5.00
14B 1:10 MSl var. cvr. 10.00
15 MFr SLa 4.00
16A MFr SLa 4.00
16B 70th ann. var. cvr. 10.00
17-18 MFr SLa 5.00
19A MFr SLa 5.00
19B MFr 1:15 SHS var. cvr. 8.00
20C MFr 70th anniversary var. cvr. 8.00
21B MFr SLa SLa var. cvr. 5.00
22B MFr SLa PZi var. cvr. 5.00
23C MFr SLa 1:15 Deadpool var. cvr. 20.00
25C MFr SLa 1:10 Movie var. cvr. 6.00
25D MFr SLa 1:25 foil var. cvr. 16.00
25E MFr SLa 1:15 TAp var. cvr. 10.00
26B MFr SLa 1:15 Heroic Age var. cvr. 7.00
27B MFr SLa 1:25 Design 2.0 var. cvr. 7.50
29B MFr SLa 1:15 Women of Marvel var. cvr. 7.00

IRON FIST
MARVEL (1975-1977)
See Marvel Premiere #15 for ●: Iron Fist
1 CCI JBy vs. Iron Man 200.00
2 CCI JBy 40.00
3 CCI JBy 20.00
4A-6A CCI JBy 20.00
4B-6B CCI JBy $0.30 variant 100.00
7-12 CCI JBy 20.00
13A CCI JBy 20.00
13B CCI JBy $0.35 variant 200.00
14A CCI JBy ●: Sabretooth 400.00
14B CCI JBy $0.35 variant 2,000.00
15A CCI JBy Second JBy on X-Men (9/77) 150.00
15B CCI JBy $0.35 variant 450.00

IRON MAN
MARVEL (1968-1996)
See Tales of Suspense #39 for ●: Iron Man
1 AGo GCo AlMc ●: Iron Man 1,500.00
2 AGo JCr 250.00
3 ..... 120.00
4-5 ..... 80.00
54 MFr GTu ●: Moondragon, ●: ISAAC, "Thanos War" begins 42.00
55 JSt JSt ●: Drax, ●: Chronos, ●: Thanos, ●: Starfox, ●: Mentor 200.00
100 BMa GTu A: Mandarin 18.00
118 JBy ●: Jim Rhodes 25.00
123-128 alcoholism story 7.00
163 DOn LMc ●: Obadiah Stane 6.00
169 DOn ●: James Rhodes as Iron Man 12.00
191 DOn LMc B: Tony Stark as Iron Man 4.00
200 ●: Stane as Iron Monger, ●: Red & Silver Armor 5.00
225-230 DMi Armor Wars 4.00
231 DMi Armor Wars; new Iron Man 4.00
232 DMi Armor Wars 4.00
281 LKa KHp ●: Masters of Silence 15.00
282 LKa KHp ●: War Machine 25.00
283 LKa KHp 2nd A: War Machine 8.00
GIANT SIZE
1 ..... 100.00
VOLUME THREE (1997-2004)
1/2 Wizard excl. 6.00
1A KBu SCh 3.00
1B Sunburst var. cvr. 4.00
84-85 "Avengers: Disassembled" Prologue 6.00
86-89 "Avengers: Disassembled" 6.00

IRON MAN AND THE SUB-MARINER
MARVEL (1968)
One Shot GCo 450.00

JOURNEY INTO MYSTERY
MARVEL (1952-1966)
83A SLe JKi ●&O: Thor 35,000.00
83B Golden Record rep. w/record(1966) 240.00
83C Golden Record reprint, no cvr. price 150.00
84 SLe JKi 3,200.00
85 SLe JKi ●: Loki 5,500.00
86 SLe JKi ●: Odin 2,500.00
87-89 SLe JKi 2,000.00
90-92 SLe JKi 900.00
93 SLe JKi ●: Radioactive Man 450.00
94-98 SLe JKi 400.00
99 ●: Mr. Hyde 500.00
102 ●: Hela 260.00
103 ●: Enchantress, ●: Executioner 400.00
107 ●&O: Grey Gargoyle 325.00
114 ●&O: Absorbing Man 275.00
118 ●: Destroyer 500.00
Becomes Thor, Vol. I, w/#126
ANNUAL
1 ●: Hercules 500.00

JUSTICE LEAGUE
DC (1987)
1 JDe KMa ●: Maxwell Lord 9.00
3B Superman test logo 30.00

JUSTICE LEAGUE OF AMERICA
DC (1960-1987)
See Brave & the Bold #28 for ●: Justice League of America
1 GFo MSe ●: Despero 35,000.00
2 GFo MSe ●: Simon Magus 2,500.00
3 GFo MSe ●: Kanjar Ro 1,500.00
4 GFo MSe J: Green Arrow 2,200.00
5 GFo MSe ●: Dr. Destiny 2,000.00
6 GFo MSe ●: Professor Amos Fortune, wheel of misfortune 800.00
7-8 ..... 500.00
9 ..... 600.00
10 GFo MSe ●: Felix Faust 1,000.00
11 ..... 500.00
12 ●&O: Dr. Light 2,500.00
13-20 ..... 500.00
21 GFo MSe Intro JSA, Canary, Dr. Fate & Hourman in the S.A 1,000.00
22 "Crisis," part two 400.00
29 ●: Crime Syndicate of America, ●:Earth-3, ●: S.A. Starman 300.00
30 GFo MSe JSA vs CSA 190.00
37 GFo MSe ●: Mr. Terrific in S.A 140.00
38 GFo MSe ●: Lawless League of Earth-A, Justice Society 95.00
41 GFo MSe ●: The Key 95.00
45 GFo MSe ●: Shaggy Man 85.00
55 GFo MSe ●: Earth-2 Robin 95.00
64 GFo DDi JSA, ●&O: Red Tornado, Red Tornado joins the JSA 90.00
73 DNe DDi ●: Earth-2 Superman 100.00
82 DNe DDi ●: Earth-2 Bat-Man 30.00
100 LWe DDi Earth-2, ●: Star-Spangled Kid, ●: Stripesy, ●: Shining Knight 70.00
105 LWe DDi I: Elongated Man 20.00
107 ●: Freedom Fighters team, ●: Uncle Sam, Black Condor, the Ray, Doll Man, Phantom Lady, & the Human Bomb in Silver Age at DC 20.00
111 ●: Libra 55.00
166 vs. SSoSV 20.00
167 vs. SSoSV 17.00
168 vs. SSoSV 18.00
171 D: Mr. Terrific 4.00
206 "Crisis on Earth Prime" A: JSA 18.00
207-208 "Crisis on Earth Prime" A: JSA 12.00
231-232 "Family Crisis" A: JSA 5.00
233 GCo B: Justice League Detroit 5.00
261 GCo E: JLA, Final Issue 6.00
ANNUALS
2 ●: Justice League Detroit team 3.00
3 "Crisis on Infinite Earths" 6.00
VOLUME TWO (2006-PRESENT)
0A BMe 3.00
0B 1:10 JCp var. 12.00
1A Green Lantern, Green Arrow cvr. 4.00
1B Superman, Batman cvr. 5.00
1C 1:10 MTu var. 10.00
1D Baltimore Summit RRP 75.00
1E Second print var. cvr. 4.00
1F MTu sketch cvr. 6.00
2B 1:10 PJi var. cvr. 8.00
3B 1:10 CSp var. cvr. 8.00
4B 1:10 Vizen var. cvr. 8.00
5B 1:10 AAd var. cvr. 10.00
6B 1:10 AMu var. cvr. 10.00
7C MTu var. cvr. 6.00
8B PJi var. cvr. 9.00
9B PJi var. cvr. 9.00
10B PJi var. cvr. 9.00
11B GHa var. cvr. 8.00
12C MTu var. cvr. 9.00
38B JRo MBa 1:25 AKu var. cvr. 15.00
39-40 JRo MBa "Blackest Night" 4.00
41 JRo MBa 3.50
42A-43A JRo MBa "Rise and Fall" 5.00
42B-43B JRo MBa 1:25 var. cvr. 20.00
44A JRo MBa "Brightest Day" 4.00
44B JRo MBa 1:25 DMa var. cvr. 12.00
SPECIALS
Justice League of America vs. Amazo (1993) Cinnamon Mini Buns mini-comic 25.00
Rise and Fall Special (2010) 1A 5.00
Rise and Fall Special (2010) 1B 1:25 var. cvr. 20.00
Special (2009) 12.00
Wedding Special (2007) 9.00

JUSTICE LEAGUE: GENERATION LOST
DC (2010-PRESENT)
1B KGa JWi 1:50 KMa var cvr 40.00
2B KGa JWi 1:25 KMa var. cvr. 12.00
3B KGa JWi 1:25 KMa var. cvr. 10.00
4B KGa JWi 1:25 KMa var. cvr. 8.00
5B KGa JWi 1:25 KMa var. cvr. 5.00
6B KGa JWi 1:25 KMa var. cvr. 6.00
7B KGa JWi 1:10 White Lantern var. cvr. 12.00
8B KGa JWi 1:10 White Lantern var. cvr. 12.00
9B KGa JWi 1:10 KMa var. cvr. 6.00
10B KGa JWi 1:10 FMs var. cvr. 6.00

JUSTICE LEAGUE: THE RISE OF ARSENAL
DC (2010-PRESENT)
1B JKr 1:25 MMw var. cvr. 9.00

JUSTICE SOCIETY OF AMERICA
DC
VOLUME THREE (2006-PRESENT)
1A GJo DEa 5.00
1B 1:10 DEa var. 8.00
2A GJo DEa 7.00
2B 1:10 DEa var. 9.00
2C Second print var. 3.00
3B GJo 1:10 DEa var. cvr. 9.00
4B GJo 1:10 DEa var. cvr. 8.00
5A GJo "Lightning Saga," part two 5.00
5B GJo 1:10 DEa var. cvr. 8.00
6A GJo "Lightning Saga," part four 5.00
6B GJo 1:10 DEa var. cvr. 8.00
24B GJo JOr "Black Adam and Isis" 1:10 JOr 8.00
25B GJo JOr "Black Adam and Isis" 1:10 JOr 8.00

KICK-ASS
MARVEL/ICON (2008-2010)
1A MMi JRj 25.00
1B 1:10 SMn var. 40.00
1C 1:25 JRj sketch var. 55.00
2 MMi JRj 18.00
3 MMi JRj 15.00
4-5 MMi JRj 10.00
6 MMi JRj 7.00
7-8 MMi JRj 5.00

LEGION OF SUPER-HEROES
DC
VOLUME TWO (1980-1984)
Previously: Superboy #1-258
259 ..... 20.00
260-269 ..... 9.00
270-281 ..... 6.00
282-283 PLe RTh R: Paul Levitz 6.00
284 PLe B: Paul Levitz run 6.00
285 PLe KGi ●: Keith Giffen on Legion 9.00
286-289 PLe KGi 5.00
290-294 PLe KGi "Great Darkness Saga" 8.00
295-299 PLe KGi 3.00
300 PLe KGi 4.00
301-313 PLe KGi 3.00
Becomes Tales of the Legion of Super-Heroes w/#314
VOLUME THREE (1984-1989)
Note: due to the paper used, this series is commonly referred to as "the Baxter series"
1 PLe KGi "Legion of Super-Villains" 5.00
2-3 PLe "Legion of Super-Villains" 3.00
4 PLe D: Karate Kid 3.00
5 PLe D: Nemesis Kid 3.50
14 PLe "Crisis," ●: Sensor Girl 5.00
15-16 PLe "Crisis on Infinite Earths" 8.00
18 PLe "Crisis on Infinite Earths" 8.00
25-26 PLe Fatal Five, IR: Sensor Girl 7.50
32-34 PLe "Universo," parts I-3 ..... 5.00
35 PLe "Universo," part 4 ..... 7.00
36 PLe Election issue 5.00
37 PLe GLa Superboy 15.00
38 PLe GLa D: Superboy 18.00
50 PLe KGi B: KGi 7.50
60-63 PLe KGi "Magic Wars" 6.00
ANNUALS
1 PLe "Crisis on Infinite Earths" 4.00
2 PLe KGi CSw O: Validus, A: Darkseid 6.00
3 PLe 3.00
4 PLe 4.00
VOLUME FOUR (1989-2000)
0 (1994) B: Post-Zero Hour Reboot 3.00
1 KGi KGi 4.00
2-5 KGi 8.00
38 KGi D: Earth 6.00
54-59 Prelude to Zero Hour 4.50
60 Zero Hour 6.00
61 TMw MWd E: Post-Crisis Legion 6.00
122-123 DAb OCo "Legion of the Damned" 10.00
125 DAb ALa Final Issue 15.00
ANNUALS
5 "Elseworlds" 5.00
6 "Year One" 8.00
VOLUME FIVE (2010-PRESEENT)
1A PLe YCi R: Levitz-era Legion 4.00
1B PLe YCi 1:10 JLe var. cvr. 14.00

MAGNUS: ROBOT FIGHTER
GOLD KEY (1963-1977)
1 RMa 400.00
2-3 RMa 100.00
4-10 RMa 60.00
11-20 ..... 40.00
21 ..... 30.00
22A-23A 30.00
22B-23B $0.15 variant 160.00
24-28 ..... 25.00
29-45 ..... 15.00
46 Final Issue 25.00

MARVEL COMICS
TIMELY (1939)
1 ●: Human Torch; ●: Kazar the Great; O: Sub-Mariner 200,000.00

MARVEL FAMILY
FAWCETT (1945-1954)
1 O: Captain Marvel, Cap. Marvel Jr., Mary Marvel & Uncle Marvel; ●&O:Black Adam 1,800.00

MARVEL FEATURE
MARVEL (1971-1972)
1 ●: Defenders 250.00

MARVEL PREMIERE
MARVEL (1972-1981)
1 O: Warlock 100.00
2 ..... 50.00
3 Dr. Strange 90.00
10 O: Ancient One 50.00
15 ●&O: Iron Fist 200.00
47 ●&O: Ant-Man (Scott Lang) 30.00
50 ●&O: Alice Cooper in comics 35.00

MARVEL SPOTLIGHT
MARVEL (1971-1977)
1 ●&O: Red Wolf 110.00
2 ●&O: Werewolf by Night 300.00
5 ●&O: Ghost Rider 1,400.00
6 O: Ghost Rider 100.00
7 O: Ghost Rider 100.00
8 O: Ghost Rider 90.00
9 O: Ghost Rider 75.00
10 Ghost Rider 50.00
11 Ghost Rider 50.00
12 B: Son of Satan 50.00
32 ●: Spider-Woman 60.00

MARVEL SUPER-HEROES SECRET WARS
MARVEL (1984-1985)
1 JSh MZe ●: Beyonder, R: Ultron 6.00
6 C: Spider-Woman II 5.00
7 JSh MZe ●: Spider-Woman II 5.00
8 JSh MZe ●&O: Spider-Man's alien costume, R: Wasp, villains lose 40.00

MARVEL TEAM-UP
MARVEL (1972-1985)
1 ..... 450.00
95 ●: Mockingbird 10.00
100 FMi ●: Karma 25.00
137 A: Wolverine 15.00
141 ●: Black costume in MTU 22.00
150 A: X-Men, Final Issue 15.00
ANNUALS
1 A: X-Men 60.00
2 CCI SBu A: Hulk 15.00
3 A: Hulk, Power-Man & Iron Fist 12.00
4 FMi A: Daredevil, Iron Fist 15.00
5 MGr A: Dr. Strange, Serpent Crown 20.00
6 A: Cloak & Dagger, New Mutants 20.00
7 LSi A: Alpha Flight 5.00

MARVEL TWO-IN-ONE
MARVEL (1974-1983)
1 SGe GKa A: Man-Thing 60.00
2 SGe GKa A: Sub-Mariner 40.00
3 SGe SBu A: Daredevil 25.00
4 SGe SBu C: Guardians of the Galaxy 40.00
5 SGe SBu 2nd A: Guardians of the Galaxy 75.00
8 SGe SBu A: Ghost Rider 25.00
21 BMa A: Doc Savage 20.00
27 MWo Early A: Deathlok 25.00
43 JBy 1st Thing by Byrne 40.00
50 JBy JBy 30.00
51 FMi 12.00
53 JBy A: Quasar 20.00
54 JBy A: Deathlok 25.00
55 JBy A: Giant-Man (prev. Black Goliath) 20.00
56 GPe ●: Screaming Mimi (later Songbird) 25.00
57-58 GPe 12.00
60 GPe 10.00
61 MGr JBi ●: Her (later Paragon) 8.00
62 MGr JBi Thing spanks Moondragon 8.00
63 MGr JBi A: Warlock; last until 1990s 8.00
64 MGr GPe A: Stingray B: Serpent Crown 12.00
65 MGr GPe Serpent Crown Affair 12.00
66 MGr JBi A: Scarlet Witch, Serpent Crown 12.00
67 MGr RWi E: Serpent Crown Affair 12.00
69 MGr A: Guardians of the Galaxy, ●: Vance Astrovik in regular continuity, later becomes Marvel Boy, Justice 40.00
80 TDf RWi A: Ghost Rider 12.00
86 TDf RWi B: Sandman as hero 10.00
100 JBy RWi Final Issue 15.00
ANNUALS
2 JSt JSt A: Thanos, Warlock, Captain Marvel, Spider-Man, Avengers; last Thanos until return in Silver Surfer #34 in 1990 ..... 50.00

MORE FUN COMICS
DC (1936-1947)
51 C: The Spectre 4,900.00
52 ●&O: The Spectre 75,700.00
53 O: The Spectre 40,300.00
55 ●: Dr. Fate 18,400.00
67 O: Dr. Fate 7,600.00
71 ●&O: Johnny Quick 5,400.00
73 ●&O: Aquaman; ●: Green Arrow & Speedy 15,000.00
75 O: Spectre 2,250.00
101 ●&O: Superboy 7,500.00

MORNING GLORIES
IMAGE (2010-PRESENT)
1A NSp 30.00
1B NSp Second printing 14.00
1C NSp Third printing 7.00
2 NSp 15.00

MYSTERY IN SPACE
DC (1951-1966, 1980-1981)
53 ●: Adam Strange 2,200.00

NAMOR, THE FIRST MUTANT
MARVEL (2010-PRESENT)
1B SMo AOl 1:25 JQu var. cvr. 5.00
1C SMo AOl sketch var. cvr. 20.00

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MARVEL (2004-2010)
VOLUME ONE
1A BMB DFn 5.00
1B Director's cut 4.00
1C 1:20 SMn Spider-Man var. 30.00
1D JQu var. 4.00
1E DFn var. 6.00
2A BMB DFn 8.00
2B 1:19 THr Sentry var. 20.00
3A BMB DFn 5.00
3B 1:18 OCo Wolverine var. 20.00
4B 1:17 JCh Ronin var. 20.00
5B 1:16 AGo Cage/Spider-Woman var. 10.00
6B 1:15 BHi Cap./Iron Man var. 10.00
7A BMB DFn ●: Illuminati 3.50
7B-10B "Startling Stories" var. cvr. 6.00
21 BMB MCh "Civil War" 6.00
22-23 "Civil War" 4.50
27B BMB 1:100 LYu var 25.00
31B sketch var. cvr. 12.00
50 BMB Dark Reign AKu var. cvr. 7.00
56 BMB 70th anniversary var. cvr. 5.00
57 BMB SHS var. cvr. 5.00
ANNUALS
1 BMB OCo 4.00
SPECIALS
Illuminati Secret History (2007) 4.00
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New Avengers Finale BMB 5.00
VOLUME TWO (2010-PRESENT)
1B BMB Slm 1:25 var. cvr. 12.00
1C BMB Slm 1:75 Luke Cage var. cvr. 30.00
1D BMB Slm Blank var. cvr. 6.00
2B BMB Slm 1:75 Spider-Man var. cvr. 30.00
3B BMB Slm 1:15 Women of Marvel var. cvr. 6.00
3C BMB Slm 1:25 MBj var. cvr. 12.00
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NEW MUTANTS
MARVEL (1983-1993)
1 ..... 4.50
1G ●: James Proudstar (later Warpath) 5.00
23-25 A: Cloak and Dagger 5.00
86 C: Cable; begin RLd 4.00
87A RLd ●: Cable 45.00
88 RLd 9.00
89-97 ..... 5.00
98 RLd ●: Deadpool, ●: Domino 75.00
99-100 RLd 3.00
ANNUAS
2 ●: Psylocke 15.00
SPECIALS
New Mutants GN (1982) 30.00
Special Edition (1985) AAd 6.00
Summer Special (1990) 4.00
VOLUME FOUR (2009-PRESENT)
1B ZWe 1:10 Benjamin var. cvr. 12.00
1C ZWe 1:25 McLeod var. cvr. 12.00
1D ZWe San Diego Comic Con sketch var. 22.00
2B ZWe 1:15 Benjamin var. cvr. 12.00
3B ZWe 1:15 50s var. cvr. 12.00
6B ZWe Zombie var. cvr. 9.00
10B 1:15 Deadpool var. cvr. 16.00
12A "Second Coming" 16.00
12B 1:15 Iron Man var. cvr. 20.00
12C 1:25 DFi var. cvr. 25.00
12D Second print var. cvr. 8.00
13A "Second Coming" 10.00
13B 1:25 DFi var. cvr. 16.00
13C 1:15 Heroic Age var. cvr. 14.00
14B 1:25 DFi var. cvr. 14.00
15B 1:20 AAd var. cvr. 14.00

NEW TEEN TITANS
DC (1980-1984)
see DC Comics Presents #26 for ●: New Teen Titans
1 MWo GPe ●: Grant Wilson 15.00
2 MWo GPe ●: Deathstroke, ●&O: Ravager, ●: Trigon 40.00
3 MWo GPe ●: Psimon, O: Raven,O: Starfire 12.00
10 JRB&O: Deathstroke, O: Changeling 6.50
14 ●: new Brotherhood of Evil 7.00
16 ●: Captain Carrot & Zoo Crew 3.50
26 ●: Terra 8.00
39 E: Dick Grayson as Robin 4.00
Becomes Tales of the New Teen Titans w/#41

NYX
MARVEL (2003-2006)
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3 JQu JMi ●: X-23 ..... 75.00
4 A: X-23 ..... 15.00
5-7 ..... 3.00

PETER PARKER, THE SPECTACULAR SPIDER-MAN
MARVEL (1976-1998)
1 GCy SBu vs. Tarantula 45.00
64 ●: Cloak & Dagger 55.00

PRELUDE TO DEADPOOL CORPS
MARVEL (2010)
1A VGi RLi 4.00
1B VGi RLi 1:30 EMc var. cvr 18.00
2-5 VGi 3.00

ROBIN
DC
VOLUME FOUR (1993-2009)
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168B Second print variant 3.00
168C sketch var cvr. 12.00
169A "Resurrection of Ra's al Ghul" 7.00
169B Second print variant 4.50
175 "Batman R.I.P." 10.00
183 Final Issue 12.00

SECRET AVENGERS
MARVEL (2010-PRESENT)
1A EBr MDe 4.00
1B EBr MDe 1:15 Heroic Age var. cvr. 7.00
1C EBr MDe 1:25 MDj var. cvr. 12.00
1D EBr MDe 1:75 Beast var. cvr. 25.00
1E EBr MDe Gatefold var. cvr. 50.00
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2B EBr MDe 1:75 Moon Knight var. cvr. 30.00
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4B EBr MDe 1:15 Women of Marvel var. cvr. 7.00
4C EBr MDe 1:75 Nova var. cvr. 25.00
5B EBr MDe 1:15 Super Hero Squad var. cvr. 7.00
5C EBr MDe 1:75 War Machine var. cvr. 35.00

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MARVEL (2008-PRESENT)
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1B 1:25 SMn var. 12.50
1C 1:50 LYu var. 20.00
1D 1:75 SMn sketch var. 25.00
1E black con sketch cvr. 4.00
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1G Midtown NYCC var. 4.00
2B-BB 1:25 var. cvrs 8.00
2C-BC 1:75 sketch var. cvrs. 12.00
2D-4D 1:50 LYu var. cvrs. 10.00

SECRET WARRIORS
MARVEL (2009-PRESENT)
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1B JHi 1:15 Parent var. 15.00
2-3 JHi BMB 4.00
3B JHi 1:10 Wolverine Art var. cvr. 10.00
6B JHi 1:10 70th ann. var. cvr. 8.00
7B JHi 1:10 70th ann. var. cvr. 8.00
9B JHi SHS var. cvr. 8.00

SENSATION COMICS
DC (1942-1952)
1 ●: Wildcat, A: Wonder Woman 50,000

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DC (1956-1978)
4 ●&O: Silver Age Flash 55,000.00
5 Manhunters 2,400.00
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8 2nd A: Flash, ●&O: Captain Cold 20,000.00
9 A: Lois Lane 9,000.00
14 4th A: Flash 6,000.00
15 ●: Space Ranger 4,000.00
17 ●&O: Adam Strange 9,500.00
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75 SDI ●: Hawk & Dove 125.00
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SIEGE
MARVEL (2010-PRESENT)

1B BMB OCo 1:25 GDo var. cvr 15.00
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1E BMB OCo 1:300 JQu sketch var. cvr 125.00
2B BMB OCo 1:25 GDo var. cvr 15.00
2C BMB OCo 1:200 JQu var. cvr 95.00
2D BMB OCo 1:300 JQu sketch var. cvr 150.00
3E BMB OCo JCa Deadpool send-away var. .. 225.00
4B BMB OCo 1:25 GDo var. cvr 16.00
4C BMB OCo 1:100 sketch var. cvr 38.00
4D BMB OCo 1:175 JQu var. cvr 75.00
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THE CABAL 1D 1:200 ADa sketch var. cvr 50.00

SPIDER-WOMAN
MARVEL (1978-1983)

1 ●: Spider-Woman 14.00
37 ●: Siryn 5.00
50 "D:" Spider-Woman (Jessica Drew) 5.00

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MARVEL (1977-1986)

1A 85.00
1B $0.35 variant 3,000.00
2A 25.00
2B $0.35 variant 1,000.00
3A 20.00
3B $0.35 variant 600.00
4A 15.00
4B $0.35 variant 400.00
5-6 ..... 12.00
47 FMi cvr 4.00
68 O: Boba Fett 40.00
81 A: Boba Fett 6.00
106 ..... 25.00
107 ..... 80.00

STRANGE ADVENTURES
DC (1950-1973)

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117 JBr MAn ●: Atomic Knight 800.00
180 Cln ●: Animal Man 450.00
205 Cln ●: Deadman 1,000.00
206 A: Deadman 250.00
207 NAd A: Deadman 200.00
208 NAd A: Deadman 175.00
209 NAd A: Deadman 125.00
210-216 MAd A: Deadman 100.00

STRANGE TALES
MARVEL (1951-1968)

101 B: Human Torch 2,100.00
104 JKi ●: Paste-Pot Pete 650.00
110 ●: Dr Strange, ●: Ancient One, ●: Nightmare 2,500.00
114 A: "Captain America" 500.00
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SUICIDE SQUAD
DC (1987-1992)

23 ●: Barbara Gordon as Oracle 5.00
48 Joker/Oracle "Killing Joke" flashback 6.00

SUPERBOY
DC (1949-1979)

see More Fun Comics #101 for ●: Superboy

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49 ●: Metallo 800.00
68 ●&O: Bizarro 600.00
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89 ●: Mon-El 1,000.00
98 ●&O: Ultra Boy 400.00

SUPERMAN/BATMAN
DC (2003-PRESENT)

1A JLb EMc, Superman cvr. 14.00
1B JLb EMc, Batman cvr. 12.00
1C JLb EMc, 2nd print, same as Batman cvr. 5.50
1D JLb EMc, RRP variant 150.00
1E JLb EMc, 3rd print, in shadows 14.00

SUPERMAN
DC (1939-1986, 2006-PRESENT)

1 O: Superman 275,000.00
2 ..... 16,100.00
7 ●: Perry White 4,500.00
10 ●: bald Luthor 4,000.00
30 ●&O: Mr. Mxyzptlk 2,900.00
61 O: Green Kryptonite; Supes returns to Krypton 1,200.00
76 Superman & Batman learn each other's ID 1,800.00
127 ●&O: Titano 290.00
129 ●: Lori Lemaris 290.00
158 ●: Flamebird, Nightwing 100.00
161 D: the Kents 500.00
162 Superman Red & Blue 400.00
199 ●: Superman/Flash race 1,100.00
414 2nd app. Superboy-Prime 6.00
423 AMo CSw "Whatever Happened To The Man of Tomorrow," pt. 1 ..... 4.00

Becomes Adventures of Superman #424-649

VOLUME TWO (1987-2006)

73 DJu DJu C: Doomsday 4.00
74 DJu DJu Doomsday 5.00
75A D: Superman; direct ed. black bag 15.00
75B Platinum ed. 75.00
75C Newsstand ed. 7.00
154 1st EMc Superman 10.00
160 "Emperor Joker," ●: Bizzaro (new) 10.00
161 "Emperor Joker" 7.00
204B RRP sketch var. 40.00
EMPEROR JOKER Start of storyarc 8.00

SUPERMAN: LAST STAND OF NEW KRYPTON
DC (2010-PRESENT)

1B JRo PWo 1:25 MMz var. cvr. 17.00

SUPERMAN'S PAL JIMMY OLSEN
DC (1954-1974)

134 JKi JKi ●: Darkseid 125.00

SUPERMAN: SECRET ORIGIN
DC (2009-PRESENT)

1B GJn GFk 1:10 GFk var. cvr. 12.00
2B GJn GFk 1:10 BAn var. cvr. 12.00
3B GJn GFk 1:10 BAn var. cvr. 12.00
4B GJn GFk 1:10 BAn var. cvr. 12.00
5B GJn GFk 1:10 GFk var. cvr. 10.00
6B GJn GFk 1:10 GFk var. cvr. 10.00

SUPERMAN: WORLD OF NEW KRYPTON
DC (2009-PRESENT)

1B-6B GRu JRo 1:25 var. cvrs. 10.00
1&B GRu JRo 1:25 Barrows var. cvr. 12.00
7B GRu JRo 1:25 Talbot var. cvr. 12.00
8B GRu JRo 1:25 Joe Kubert var. cvr. 8.00
9B GRu JRo 1:25 Nguyen var. cvr. 12.00
10B GRu JRo 1:25 Nguyen var. cvr. 12.00
11B GRu JRo 1:25 Vib var. cvr. 8.00
12B GRu JRo 1:25 Ladronn var. cvr. 15.00

TALES OF THE GREEN LATERN CORPS
DC (1981)

1 MBa JSn 10.00
2 MBa JSn ●: Nekron 15.00
3 MBa JSn 6.00
ANNUAL 2 (1986) AMo, Blackest Night 15.00
ANNUAL 3 (1987) AMo JBy 7.00

TALES OF SUSPENSE
MARVEL (1959-1968)

39 SLe DHe ●&O&B: Iron Man 30,000.00
40 SLe DHe ●: Gold armor 5,000.00
50 SLe DHe ●: Mandarin 700.00
52 ●: Black Widow 1,500.00
57 ●&O: Hawkeye 1,200.00
58 A: Captain America 1,500.00
59 B: Captain America co-feature 1,500.00
65 ●: Red Skull in the Silver Age 300.00
79 ●: Cosmic Cube, AIM 85.00

TALES OF THE TEEN TITANS
DC (1984-1988)

previously New Teen Titans

44 MWo GPe O: Deathstroke, ●: Jericho, ●: Dick Grayson as Nightwing 6.00
ANNUAL 3 MWo GPe "Judas Contract" 6.00

TALES TO ASTONISH
MARVEL (1959-1968)

27 ●: Hank Pym 10,000.00
35 ●: Ant-Man 5,000.00
44 ●: Wasp 1,200.00
49 ●: Giant-Man 450.00
60 B: Incredible Hulk, split book format 250.00
70 B: Namor, the Sub-Mariner 160.00

TERMINATOR: BURNING EARTH
NOW (1990)

1 ARo First Published Ross Work 14.00
2-5 ARo 12.00
TPB ARo 20.00

THOR
MARVEL (1966-1996, 2009-PRESENT)

Previously: Journey Into Mystery

126 A: Hercules 450.00
129 ●: Ares 150.00
132 ●: Ego 65.00
134 ●: High Evolutionary 60.00
135 O: High Evolutionary 80.00
137 ●: Ulik 100.00
146 B&O: Inhumans, pt. 1 ..... 60.00
147 O pt. 2: Inhumans 60.00
158 O: Don Blake 100.00
162 O: Galactus 60.00
165 ●: Him/Warlock 100.00
180-181 NAd vs. Loki 42.00
225 ●: Firelord 10.00
337 WSi ●: Beta Ray Bill 10.00
338 WSi WSi O: Beta Ray Bill 6.00
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600A Returns to original numbering, adding Vol. II & III issues to where Vol. I left off 5.00
600B JMS OCo MDj MDj cvr. 5.00
600C 1:20 GDo var. cvr. 12.00
600D 1:50 PZi var. cvr. 22.00
601B 1:25 MDj Thor w/iPod var. cvr. 10.00
604B 1:15 OCo gatefold var. cvr. 8.00
607B KGi BTa 1:15 Deadpool var. cvr. 12.00

VOLUME THREE (2007-2009)

1A MTu cvr. 8.00
1B OCo cvr. 10.00
1C Zombie variant cvr. 5.00
1D Incentive non-zombie variant cvr. 10.00
1F SDCC sketch variant cvr. 10.00
1G 3rd printing, sketch variant 5.00
2A-2B 5.00
3-6 JMS OCo 4.00
9-12 JMS OCo 3.00

Returns to Vol. I after #12

TOMB OF DRACULA
MARVEL (1972-1979)

1 GCo 400.00
10 ●: Blade 420.00
25 ●&O: Hannibal King 22.00

TRANSFORMERS
MARVEL (1984-1991)

1 ●: Transformers 30.00
2 ..... 10.00
3 A: Black Costume Spider-Man 12.00
4 ..... 8.00
5 ..... 7.00
39-52 ..... 5.00
53 JLe cvr 6.00
67 JLe cvr 12.00
69 ..... 8.00
70 ..... 10.00
72-73 ..... 15.00
74-77 ..... 12.00
78-79 ..... 20.00
80 ..... 75.00

ULTIMATE SPIDER-MAN
MARVEL (2000-2009)

Note: All retailer editions of USM#1 are reprints and are $3-5 each.

1/2 A Wizard excl. 8.00
1/2 B WW ed. w/flag 20.00
1A dbl-sz. red cvr. 100.00
1B variant white background cvr. 290.00
1C DF excl. 175.00
1D Kay-Bee ed. 5.00
1F Target ed., reps. #14-#15 ..... 190.00
2A ear cvr. 32.00
2B web-swinging cvr. 35.00
3 ..... 20.00
4 O: Uncle Ben 20.00
5 low print run 50.00
6A 20.00
6B Niagara Falls var. 22.00
7 ..... 10.00
8A 8.00
8B Payless Shoes var; cvr. same as #1 DF ed. 12.00
9 ..... 15.00
10-11 ..... 12.00
12 ..... 10.00
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14 ●: Ultimate Doc Ock 8.00
15 ..... 8.00
16-17 ..... 7.00
18-19 ..... 5.00
20 ..... 7.00
33 ●: Ultimate Venom 5.00
34 Ultimate Venom 5.00
54B Arachnoman variant 7.50
60 ●: Ultimate Carnage 4.50
62 D: Gwen Stacy 5.00
79B WWChicago sketch cvr. 7.00
100B 1:10 MBa var. 9.00
104B 1:50 MBa var. 15.00
104C 1:100 White var. 45.00
111C WWChi JQu var. 18.00
111D WWChi Sim sketch var. 15.00
112B White var. 30.00
133B 1:25 white var. cvr. 40.00

ULTIMATE X
MARVEL (2010-PRESENT)

1C JLb AAd 1:15 foil var. cvr. 10.00
1D JLb AAd 1:25 foil var. cvr. 16.00
1E JLb AAd 1:50 team silver claw var. cvr. 32.00

ULTIMATUM
MARVEL (2009)

3B EMc var. 25.00
3C EMc sketch var. 35.00
3D White Magneto var. 75.00
2B-5B JLo DFi 1:25 white var. cvr. 20.00
2C-5C JLo DFi 1:75 sketch var. cvr. 30.00

UNCANNY X-MEN
MARVEL (1981-PRESENT)

Previously: X-Men (Vol. I) 1-141

Note: While "Uncanny" had been part of the logo since #113, #142 was the first to officially recognize this title in the indicia.

142 CCI JBy Days/Future Past pt. 2 ..... 55.00
143 Last JBy 38.00
158 ●: Rogue (in X-Men) 15.00
161 O: Magneto 10.00
162 CCI DCo Wolverine solo story 14.00
168 CCI PSm ●: Adult Maddie Pryor 6.00
171 CCI WSi J: Rogue 18.00
180 CCI JRj ●: Cypher 5.00
199 CCI JRj ●: Rachel Summers as Phoenix II 8.00
200 CCI JRj dbl-sz. Q: Professor X, Magneto becomes Headmaster 7.00
201 CCI RLe ●: Nathan Summers 17.00
205 Wolverine solo story by BWi 14.00
210 CCI JRj "Mutant Massacre" 12.00
211 CCI JRj ●: Marauders 22.00
212 Wolvie vs. Sabretooth 22.00
218 CCI MSi, 1st Silvestri on X-Men 5.00
221 CCI MSi ●: Mr. Sinister 7.00
244 CCI MSi ●: Jubilee 20.00
248A CCI JLe 1st JLe on X-Men 20.00
258 JLe; Wolverine solo 9.00
266 CCI MCo ●: Gambit 50.00
267 CCI JLe/WPo 2: Gambit 20.00
281A JBy WPo ●: Trevor Fitzroy, "D:" White Queen; White Logo 6.00
282A JBy WPo C: Bishop 6.00
282 JBy WPo ●: Bishop 10.00
350A Reg. ed.; "The Trial of Gambit" 8.00
350B Dbl-sz. prismatic cvr. 8.00
354B Jean Grey cvr. (1:4 var.) 12.00
497C MDj var. 30.00
500C MTu var. 30.00
500D TDo var. 12.00
500E MTu sketch var. 200.00
500F TDo sketch var. 150.00
507B MGo 1:50 var. cvr. 30.00
507C MGo Planet Comicon var. 10.00
508B 1:10 Wolverine Art App. var. cvr. 10.00
510B MFr GLa 1:15 JMS var. cvr. 10.00
512B MFr 1:10 80's var. cvr. 10.00
513A MFr TDo A: Dark Avengers, "Utopia" 5.00
513B MFr TDo 1:20 Bianchi var. cvr. 12.50
514A MFr TDo A: Dark Avengers, "Utopia" 5.00
514B MFr TDo 1:20 Bianchi 15.00
521B MFr GLa 1:15 Deadpool var. cvr. 15.00
522B MFr WPo 1:25 Kitty Pryde var. cvr. 13.00
523B MFr TDo 1:15 Iron Man var. cvr. 7.00
523C MFr TDo 1:25 DFi var. cvr. 14.00
524B MFr TDo 1:15 Hercir, Age var. cvr. 7.00
524C MFr TDo 1:25 DFi var. cvr. 12.50
525B MFr TDo 1:25 DFi var. cvr. 12.50
527B MFr WPo 1:15 Women of Marvel var. 7.00

THE WALKING DEAD
IMAGE (2003-PRESENT)

1 RKi 325.00
2A 150.00
3 ..... 50.00
4 ..... 40.00
5 ..... 35.00
6-7 ..... 10.00
8-10A 8.00
50B 1:25 ELa var. cvr. 35.00
61 ●: Chew 30.00
HC Red foil Retailer Appreciation ed. 42.00
OMNIBUS Vol. 1 A 175.00
OMNIBUS Vol. 1 B signed and #'d; ltd. to 150 copies 175.00
OMNIBUS Vol. 2A 80.00

WHAT IF...?
MARVEL (1977-1984)

1 Spider-Man joins Fantastic Four 25.00
3 "The Avengers Had Never Been?" 7.00
27 FMi "Phoenix Never Died" 15.00
31 "Wolverine Killed Hulk" 15.00

VOLUME TWO (1989-1998)

50 "Hulk had killed Wolverine" foil cvr. 8.00
51 "Punisher became Captain America" 8.00
105 ●: Spider-Girl 25.00

WOLVERINE
Marvel (1982)

See Incredible Hulk #181 for ●: Wolverine

1 CCI FMi Logan in Japan 30.00
2 CCI FMi ●: Yukio 20.00
3 CCI FMi Mariko 18.00
4 CCI FMi O: Shingen 15.00

VOLUME TWO (1989-2003)

1/2 A Wizard mail-away 6.00
1/2 B Blue Foil var. 7.00
1 CCI JBu ●: Wolverine as Patch 25.00
6 TMr on back cvr. 9.00
10 CCI JBu 1st Wolverine v. Sabretooth 17.00
11 new costume 8.00
102.5 Fleer promo; MBu; MWr 125.00
131B BKr; Uncorrected slur 14.00
145A 25th Anniv., dbl-sz.; A: Hulk, Sabretooth; silver metallic foil cvr. 7.00
145B 2nd printing gold foil 32.00
145D LYu DF chromium cvr. 38.00
145E Nabisco mail-away var. 110.00
146-147 "Apocalypse: The Twelve" 12.00
148 "Ages of Apocalypse" 5.00
150A dbl-sz. 6.00
150B 1:4 var. 7.00
150C DF cvr. 14.00
150D DF chrome ed. 16.00
154 RLi A: Deadpool 6.00
155 RLi A: Deadpool 6.00

VOLUME THREE (2003-PRESENT)

20B 1:65 Brown Costume var. 25.00
20C WWTexas sketch var. 10.00
50C NYCC sketch excl. 9.00
55C GLn EC homage var. 5.00
66A SMn "Old Man Logan" 10.00
66B MTu var. 30.00
66C 1:100 MTu sketch var. 60.00
67A-B MMi SMn "Old Man Logan" 6.00
67C MMi SMn sketch var. cvr. 20.00
68-72 MMi SMn "Old Man Logan" 5.00
GIANT SIZE 1B MMi SMn "Old Man Logan" 7.00

Becomes Dark Wolverine w/ #75

WOLVERINE: ORIGINS
MARVEL (2006-PRESENT)

1C WWPA MTu sketch var. 15.00
2C Canadian Flag var. cvr. 52.00
3C WSO Hidden Message var. 12.00
10C Third claw var. 50.00
21 A: Deadpool 7.00
22 A: Deadpool 7.00

WOLVERINE: WEAPON X
MARVEL (2009-PRESENT)

1A JAr RGa cvr. 4.00
1B JAr AKu cvr. (1:1 with 1A) 4.00
1C JAr 1:20 OCo var. cvr. 8.00
1D JAr 1:20 ADa var. cvr. 12.00
1E JAr 1:100 AKu sketch var. cvr. 40.00
4B JAr 70th anniversary var. cvr. 7.00

X-MEN
MARVEL (1963-1981)

1 SLe JKi ●: X-Men, ●: Magneto 25,000.00
2 SLe JKi ●: Vanisher 2,100.00
3 SLe JKi ●: Blob 1,050.00
4 SLe JKi ●: Scarlet Witch, ●: Toad, ●: Quicksilver, ●: Mastermind 1,300.00
5 SLe JKi ●: Asteroid M 850.00
6 SLe JKi Sub-Mariner 750.00
7 SLe JKi ●: Cerebro 770.00
8 SLe JKi ●: Unus 560.00
9 SLe JKi ●: Lucifer 530.00
10 SLe JKi ●: Ka-Zar, ●: Zabu 510.00
11 SLe JKi ●: Stranger 520.00
12 SLe JKi O: Professor X, ●: Juggernaut 650.00
14 SLe JKi ●: Sentinels 350.00
15 SLe JKi ●: Master Mold 425.00
16 SLe JKi "D:" Master Mold 200.00
19 SLe WRo ●&O: Mimic 200.00
28 RTh WRo ●: Banshee 265.00
30 RTh JSp ●: Warlock 110.00
35 RTh WRo ●: Changeling 350.00
49 ADr ●: Lorna Dane, ●: Mesmero 140.00
50 ADr JSe ●: Lorna Dane as Polaris 160.00
54 ADr BSm ●&O: Alex Summers, ●: Living Pharaoh 250.00
55 RTh DHe O: Alex Summers 300.00
58 NAd ●: Alex Summers as Havok 600.00
64 RTh DHe ●: Sunfire 400.00
65 DGn NAd R: Professor X 275.00
66 RTh SBu last new story; A: Hulk 400.00
94A CCI DCo B: new X-Men 1,600.00
95 D: Thunderbird 250.00
96 CCI DCo ●: Moira MacTaggert 150.00
97 CCI DCo ●: Lilandra, ●: Eric the Red (Shi'ar agent), A: Havok 175.00
98A CCI DCo Sentinels 150.00
99A CCI DCo ●: Black Tom Cassidy 150.00
100A CCI DCo Sentinels 200.00
101 CCI DCo ●: Phoenix 225.00
102 CCI OCo O: Storm 130.00
103 CCI DCo ●: Wolverine called Logan 130.00
104 CCI DCo ●: Corsair 130.00
107A CCI DCo ●: Starjammers 85.00
108 CCI JBy ●: John Byrne issue 100.00
109 CCI JBy ●: Weapon Alpha 100.00
110 CCI JBy I: Phoenix 75.00
117 CCI JBy O retold: Prof. X, ●: Amahl Farouk (Shadow King) 55.00
118 CCI JBy A: Moses Magnum 55.00
119 CCI JBy A: Moses Magnum 35.00
120 CCI JBy C: Alpha Flight 100.00
121 CCI JBy ●: Alpha Flight 75.00
122 CCI JBy O: Colossus, ●: Hellfire Club 45.00
125 CCI JBy ●: Mutant X/Proteus 50.00
129 CCI JBy ●: Kitty Pryde, Q: Banshee, ●: Sebastian Shaw & White Queen 70.00
130 CCI JBy ●: Dazzler 65.00
134 CCI JBy ●: Dark Phoenix 30.00
135-136 CCI JBy Dark Phoenix 28.00
137A CCI JBy D: Dark Phoenix 45.00
138 CCI JBy Q: Cyclops 32.00
139 CCI JBy ●: Wolverine's new costume, ●: Heather Hudson 40.00
140 CCI JBy A: Alpha Flight 45.00
141A CCI JBy "Days of Future Past" pt. 1, ●: Rachel Summers, ●: Pyro, ●: Avalanche, ●: Destiny 35.00

Becomes Uncanny X-Men w/ #142

GIANT SIZE

1A LWe DCo ●: new X-Men, ●: Colossus, ●: Storm, ●: Nightcrawler 1,200.00

VOLUME TWO (1991-2001, 2004-2008)

1/2 Wizard excl. 6.00
1E CCI JLe ●: Acolytes, PF 7.00
1F Ent. Dst. chromium cvr. 18.00
4 JBy JLe ●: Omega Red 5.00
6 SLo JLe 4.00
11B Pressman silver mail-off promo 16.00
25A FNi AKu 5.00
25B gold ed. 16.00
25C b&w cvr. 35.00
25D Ent. Dst. chromium cvr. 18.00
50A SLo AKb wraparound cvr.; C: Onslaught 4.00
50B prismatic foil cvr. 5.00
50C variant gold-tint cvr. number (of 4,500) printed in UPC box 42.00
50D AE excl. ltd to 12,000 ..... 18.00
54B Silver cvr. 15.00
54C Prismatic foil cvr. 50.00
62B Storm/Wolverine cvr. 10.00
80C DF excl. cvr. 8.00
100A CCI LYu; DCo cvr. 8.00
100B-100F 6.00
100H 1:20 LYu cvr. 12.00
100I DF Holochrome ed. 22.00

Becomes New X-Men #114-#156

205B 1:25 JCp var. 10.00
206B 1:25 SBi var. 5.00
207B 1:25 JCh var. 4.00

Becomes X-Men: Legacy w/ #208

VOLUME THREE (2010-PRESENT)

1B VGi 1:25 MDj var. cvr. 12.00
1C VGi 1:25 OCo var. cvr. 15.00
1D VGi 1:50 JRJ Wolverine var. cvr. 30.00
1E VGi 1:75 PMe var. cvr. 40.00
1F VGi Blank var. cvr. 10.00
1G VGi Party var. cvr. 65.00
2B VGi 1:25 AMe var. cvr. 14.00
3B VGi PMa 1:25 var. cvr. 12.50
3C VGi PMa 1:75 var. cvr. 50.00

X-MEN: LEGACY
MARVEL (2008-PRESENT)

223B 1:10 Wolv. Art var. cvr. 4.00
223C Marvel Girl var. cvr. 4.00
225B MCa 1:10 90's var. cvr. 7.00
227B MCa 70th anniversary frame var. 5.00
233B MCa 1:15 Deadpool var. cvr. 16.00
236B MCa 1:15 Heroic Age var. cvr. 10.00
236C MCa 1:25 DFi var. cvr. 16.00
237B MCa 1:25 DFi var. cvr. 12.00
239B MCa 1:15 Women of Marvel var. cvr. 9.00

MEGA-TRON

BY JAMES WALKER

With "Tron: Legacy" hitting the big screens this summer, we considered what would happen if it were all really a game. Then we crudely acted the whole thing out with our toys. Enjoy!

THE GOOD

Free Update

Free downloadable updates in current video games have us a little spoiled. If only we could simply update our DVDs of the original "Tron" and save ourselves a trip to the theater.

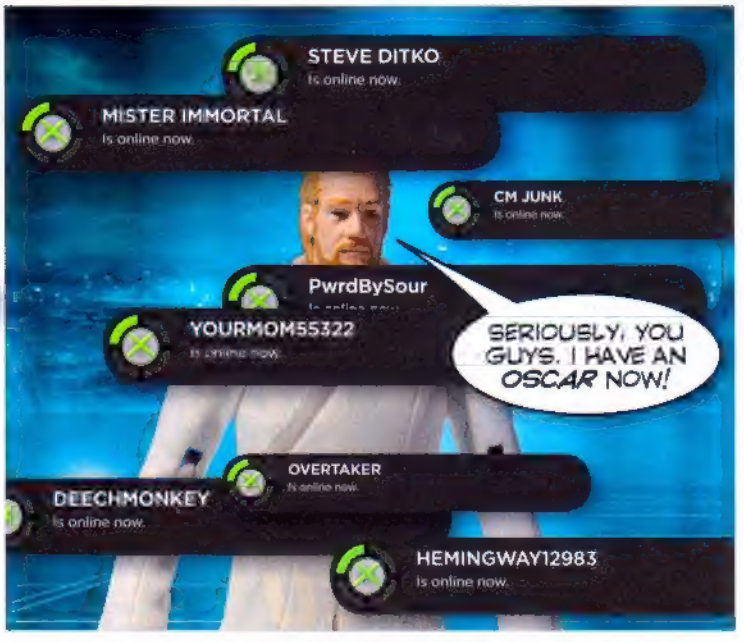
'Toasty' Guy's Big Screen Debut

True story: Members of the bullpen actually thought that the surprise screaming programmer from *Mortal Kombat* was yelling "Whoopsie." Perhaps on the big screen, we'll all learn the truth.

THE BAD

Tea Party Activists

Tea bagging. It's not pretty. But if you play *Call of Duty, Halo* or any of a number of multi-player online shooters, you can count on getting a pair of salty, sour balls dropped in your face.



Constant Updates

Hey, did you know that that one guy you went to college with is online right now watching "The Suite Life of Zach of Cody" on Netflix Instant Queue? 'Cause XBox thinks you should.